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MEGA TECH



**NUMBER 1
MEGADRIVE MAG!**

MEGADRIVE HYPER GAMING TECHNIQUE

SONIC III!

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- LEMMINGS ● HOME ALONE ●
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- BIOHAZARD BATTLE ● GODS ●
- THUNDERSTORM FX ● RBI BASEBALL 4 ●
- SUPER HIGH IMPACT FOOTBALL ● TEAM
USA BASKETBALL ● SIDE POCKET ●
- TWINKLE TALE ● GREY LANCER



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Gone through all the cheats in this issue? Well, try taking a look at those we'll be printing next month. On this line you'll find a smattering of tips and cheats straight from the pages of the next Technique Zone. Keep one step ahead of your friends and call this line now!

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 ALTERNATIVE.

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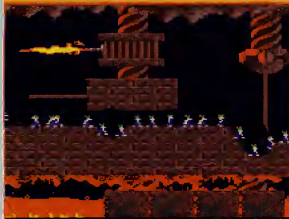
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NEWS!



SEGA COMES TO HAMLEYS

Sega are soon to open a family entertainment centre on the Lower Ground Floor of 'The Finest Toyshop in the World', Hamleys of London. To be known as 'Hamleys Metropolis', this console wonderland will feature many of Sega's video games and coin-ops including the R-360 gyroscopically rotating G-Loc machine. So if you happen to be wandering around Regent Street anytime from November onwards, pop in and take a peek.

SONIC GOES SINGLE

Howdy pop pickers, forget MC Mario and his Ambassadors of Funk, because Sonic the Hedgehog is soon to grace the music world with his own brand of spiky blue crooning. Exactly how hedgehog music translates to the human ear is a chilling prospect and the name of the song and the style of music is as yet unknown, but all will be revealed very soon. No doubt it'll be really hog-tastic!

Also hoping to ascend to chart stardom are those crazy beatmasters from the planet Funkatron, Toe Jam and Earl. Although not involved in any music making capers of their own, the hot and rapping duo intend on releasing a compilation of all their favourite rap hits. So if you're looking for a decent jam, this one might be worth a whirl. Look out for it in the next few months.



BARE FACED CHEEK!



Fully completed and released in Japan now, is the dubiously named Chiki Chiki Boys. Known as Mega Twins over here, this 8-meg game is a conversion of the Capcom coin-op of the same name. Two-player action is the order of the day as the cheeky boys in question leap

and hack their way across a scrolling platform environment in the cutest possible fashion. The coin-op was an excellent laugh and the Megadrive version has been well received by the Japanese press, so watch this space for more info and when we get it.

FLYING HIGH ON THE MEGA-CD



Over in Japan, production is well underway on scrolling shoot 'em up, Silphed. The original PC version wasn't very impressive, featuring a black background and, peculiarly for a shoot 'em up, polygon sprites. Although the polygon sprites have been retained, the Mega-CD version looks quite drastically revamped with full colour, scrolling 3D fractal backdrops. In short, this means that each time you play the game a random generator will create new landscapes. However, we'll have to wait quite some time to see if this neat trick works as the game is less than a third completed.



TIME IN MOTION

Following the release of Thunderstorm FX, the next game on the interactive movie game bandwagon is Time Gal. Travelling through time with the aid of her magic shirt button, the heroine in question battles cavemen, futuristic robots and even the Grim Reaper himself. Why she's doing this is quite difficult to work out, but rest assured there's bound to be some evil masterbrain behind the scenes. It should be on import even as we speak and we'll give it the full review treatment the minute we get our hands on a copy.



JOIN IN THE FISH SLAPPING DANCE

With a whole string of games behind him, as well as a brief appearance at the recent ECTS show, James Pond has now opened an official club for worshippers of the finny one himself. Shall out the prawn-peeling sum of £8.95 and you'll receive such fishy delights as an exclusive secret membership number and many other secret agent tools including, wait for it, the club secret codes. If this veritable sunken treasure chest of goodies doesn't make you wet your decks then perhaps the cardboard mask, FISH cut-out game and stickers will get your crab eyes sticking out on stalks. If you're still interested, then you can get more info from FISH HQ, Unit 3, Edison Road, St. Ives, Huntingdon, Cambridgeshire, PE17 4LF.





CLUB FOOT

If you're looking for a way to get on touch with other gamers, exchange cheats, advice, games and generally have a good banter, then why not try contacting the Gamer-Link pen-pal club. Catering for Amiga, Atari, Sega, Nintendo and PC users, they hope to get gamers all over the World in touch with each other. Anyways, if this sounds like your cup of tea, then send no money, just a stamped-addressed envelope to Stu or Dave at Gamer-Link, 28, Churchfield, Ware, Herts, SG12 0EP.



NAKED JOY

Amongst the many conservative joypads that are floating around the Megadrive market at the moment, a daring new player has emerged, the Pro Pad from Spectravideo. Dubbed as 'The Chippendale of Control Pads', it has the bizarre novelty value of being completely transparent. With its see-through plastic casing it leaves nothing to the imagination! Kwoart Eh! All of it's guts are revealed in gory glory, springs, components, fully moving non-Swiss parts, the lot. What's more, it has all those neat little extras like fast and slow autofire and a slow motion selector, could this herald a new era in Swatch-like fashion accessories for the Megadrive? Who knows.

SPOT THE SHOT

Once more, the time has come for us to part with 10 Electronic Arts games. However, we're not just giving them away. Wait a minute, yes we are and all you have to do to stand a chance of winning is identify which game this shot has been taken from. Send your answer, together with your name and address, on the back of a postcard or sealed down envelope to EA SPOT THE SHOT (NOVEMBER), MegaTech, Priory Court, 30-32 Farrington Lane, London, EC1R 3AU. The ten lucky readers will be kidnapped in the dead of night, chained to a cartwheel and sent spinning through the streets of their hometown, all the while being horse-whipped by the locals. Failing that, they'll just be EA game of their choice.



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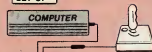
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WIN INDIANA JONES GOODIES



With *Indiana Jones and the Last Crusade* being released on the Megadrive this month, US Gold have plundered the deepest tombs in Peru and uncovered what could only be the skeletal remains of the

Jones boy himself. Was he finally claimed by the Nazis or was it the work of dread worshippers of Kali? Who knows. The only thing that matters is the fact that his clothing has survived in a remarkably preserved condition.

Not ones to miss out on a good thing, US Gold have dusted off his fine Fedora hat, leather backpack and even the his bumbag (who would have ever thought that Indy was such a pioneer of fashion) and decided to give five MegaTech readers a chance of winning their own Indy wardrobe. If you fancy getting your grave-stealing mitts on these official Indiana Jones goodies, all you have to do is answer one simple question.

Which actor played Indiana Jones' father in the film, *Indiana Jones and the Last Crusade*?

We'll pull the winning entry from the ancient MegaTech Ark in a future issue, so what are you waiting for, get cracking!



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ELECTRONIC CHRISTMAS

Who says Electronic Arts are just releasing the same games with new titles? Ahem, well anyway, here's a run-down on some of their Christmas Megadrive games which promise to be as groundbreaking as a fat man with a road drill. Watch out for reviews of all these games in the next issue of MegaTech.

MT 11
STATUS:
PREVIEW
JOHN MADDEN
'93
PUBLISHER
ELECTRONIC ARTS
PRICE
£TBA
FORMAT
8 Mbit
DEVELOPERS
IN HOUSE
RELEASE DATE
NOVEMBER



▲ He's let his figure go a bit since he stopped playing.

The limited appeal of American Football in this country couldn't stop EA's John Madden and John Madden '92 rising to the top of the charts to become a Megadrive classic, and now Electronic Arts are preparing to release the game in its third incarnation.

At first glance Madden '93 doesn't seem very different to '92 as most of the alterations are purely cosmetic. Some of the displays have been altered slightly and there are now such niceties as a digitised crowd who jump up and down when you score or complete a long pass, or sit there and boo every time you fail to gain yardage. The gameplay is virtually unchanged though, featuring the same control system and plays as the last game.

In addition to the existing NFL teams, and number of classic sides have been included. These are Superbowl winning teams from the last 20 years, so you can choose sides such as Oakland '76 and pit them against recent winners the Cincinnati Bengals.

Unlike the previous games, John Madden now provides digitised comments throughout a match. So after a good hit you'll hear him say, 'He won't forget that in a hurry' and other such mirthful witticisms. There's also a digitised animation of the girthsome Mr Madden that appears when you start the game, where he resembles a football, rather than a retired player.



▲ WATCH THE CROWD'S GO ANIMATED FRENZY!



▲ NEW FEATURE AHOY! NOW, HEADS OR TAILS?



NIC ARTS' S CRACKERS

MT 11
STATUS:

PREVIEW

**LOTUS TURBO
CHALLENGE**

**PUBLISHER
ELECTRONIC ARTS**

**PRICE
£39.99**

**FORMAT
8 M-BIT ROM**

**DEVELOPERS
GREMLIN GRAPHICS**

**RELEASE DATE
NOVEMBER '92**



▲ LOTUS ARE A BIT PICKY ABOUT WHAT PROGRAMMERS CAN DO WITH THEIR CARS IN OFFICIAL LOTUS GAMES. NO PARTS DROPPING OFF OR CARS EXPLODING OR ROLLING OFF THE ROAD ON CORNERS, FOR EXAMPLE.

Remember this on the Amiga! Sheffield-based Gremlin Graphics released two Lotus games, both of which were big hits with our computer-owning brethren, and now they've converted the second game to MegaDrive for Electronic Arts.

What Lotus offers over the likes of Super Monaco GP is the ability for two players to race head to head, thanks to a split screen, and of course the ability to drive a Lotus Esprit or Elan.

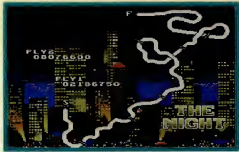
The action is displayed entirely in 3D, and as you weave along eight stages of forest, desert and urban highway you have to dodge around fallen trees, water hazards and the occasional cross-traffic, not to mention all the computer cars which are cluttering up the road. Caut Sunday drivers the lot of 'em.

To make matters worse you have to put up with 'driving' rain, blizzards, dense fog and driving at night!

Looks right smart, does this, and, just like its Amiga counterpart, it plays a treat. Should be a big hit.



▲ BEWARE OF FOG, RAIN AND SNOW



▲ HOW FAR UP THE ROAD CAN YOU GET!



▲ DRIVE UNDER THE TRUCKS FOR BONUS POINTS.

P R E V I E W



MITT
STATUS:

PREVIEW

RISKY WOODS

PUBLISHER
ELECTRONIC ARTS

PRICE

£39.99

FORMAT

8 M-BIT ROM

DEVELOPERS

ZEUS SOFTWARE/
EA IN HOUSE

RELEASE DATE

NOVEMBER '92



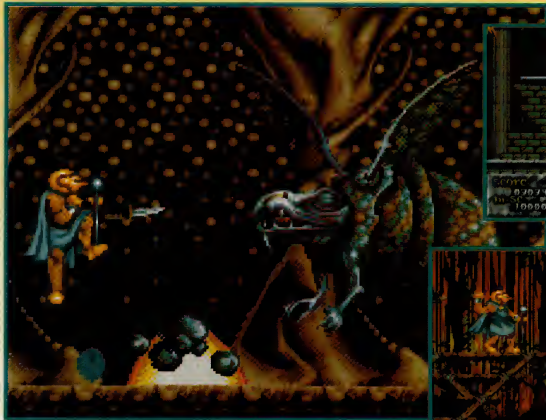
▲ ROHAM GETS INTO TROUBLE WITH FLYING DRAGONLETS. TIME TO GET THE BIG KNIFE OUT!

Risky Woods

was originally developed by Spanish programmers who wanted to produce a game which had that sought-after Japanese look and feel. Hmm. Experience tells us that the only the Japanese can program a good game which looks Japanese, but we'll let that pass for the moment.

Risky Woods casts the player as Roham, a knight who is on a platform-going quest through hazardous (perhaps even 'risky') forests, mountains, caves and villages. His objective is to (yawn) defeat The Forces Of Evil which have transformed the local wise monks to stone, and depertirly any such monks he comes across. Naturally the place is thick with The Forces Of Evil in their many sub-human forms, and it's down to Roham to slice his way through them by throwing whatever heavy or sharp objects he can find at them.

Although this is a hackneyed format, Risky Woods certainly looks superior to similar Megadrive games and if the preview copy we played was anything to go by it should play well too.



▲ EEKI THESE GIANT DRAGON CREATURES LURK AT THE END OF EACH LEVEL.



▲ MACE-WIELDING ORCS. NO FUN.



▲ CRACK THE MONK'S CRUSTY SHELLS TO RELEASE THEM.



NEW STATUS: PREVIEW

ROAD RASH 2

PUBLISHER
ELECTRONIC ARTS

PRICE
£39.99

FORMAT
8 M-BIT ROM

DEVELOPERS
IN-HOUSE

RELEASE DATE
DECEMBER '92



▲ IN THE NEW GAME YOUR BIKE CAN JUMP EVEN FURTHER THAN BEFORE! CRIPES!



▲ SUSPICIOUS BEHAVIOUR ON THE TURNPIKE. THE COPPERS IMPRISON SPEEDERS IN THE BOOT OF THEIR CAR.

Road Rash

is EA's best-selling Megadrive game ever, so who could blame them for releasing a sequel! There's not much in the first game for the US programmers to improve upon, so this has the feel of another of Electronic Arts' 1992 updates, with enhanced graphics and a few gameplay changes.

As in the original you are entered in an illegal cross-country motorcycle race. The only rule is that there are no rules, so you have to get to the front any way you can and stay there. This means booting other riders off their mounts, or perhaps smiting them over the helmet with a billy club or the new heavy chain weapon.

So far, so similar. There is a BIG difference, though, and that's the addition of two split-screen, dual player modes. One is the standard race game, in which both of you have to beat the rest of the field to the finish line.

The other game is Mano a Mano, a man-to-man slug-out on bikes. There's just the two of you out there and you just have to make sure your opponent finishes behind you or not at all with the aid of your trusty club or chain.

Sounds highly immoral, but good fun also!



▲ IT'S BUSINESS AS USUAL IN SINGLE PLAYER MODE.

▲ THE NEW CHAIN WEAPON AT WORK.

▲ SPEND YOUR WINNINGS IN THE NEW BIKE SHOP.

P
R
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W



WONDERDOG

P R E V I E W

MT 10
STATUS:

PREVIEW

WONDER DOG

PUBLISHER
VICTOR

PRICE
IMPORT

FORMAT
CD ROM

DEVELOPERS
CORE DESIGN

RELEASE DATE
OUT NOW



THE STARS WONDER DOG THROWS CAN BLAST DOWN BREAKABLE WALLS OR ENEMIES WITH EQUAL EASE.



LOADS OF BONUS ROUNDS.



A BOXER GETS A SOCK ON THE JAW.



ON LOONEY MOON (NOTE THE CHEESY BACKGROUND).

When JVC announced they were releasing an all-in-one Megadrive and Mega-CD named the WonderMega, they also named the new hero whose CD game would come free with the new machine, Wonder Dog. Although the release of a European WonderMega have been postponed, Wonder Dog is available separately on import so it can be played by anyone who owns a Japanese Mega-CD.

The story goes that Wonder Dog has been banished from his home planet of K9 (har har) and his bone-shaped spacecraft has crash-landed on Earth. After being kicked out of his home all he wants is a bit of puppy love, and also to get back to K9 to take his doggie revenge on those who kicked him out in the first place.

This boils down to a rather large (over 20 levels plus lots of sub-levels) platform game of the Sonic The Hedgehog/Super Mario World variety which follows Wonder Dog across The Bunny Hop Zone (a bit like the Green Hill Zone in Sonic), Dogville, then out into space. All the way Wonder Dog is confronted by hostile dogs and other wild animals who clearly feel a bit territorial and don't want WD 'spraying his scent' on their patch.

Wonder Dog's extra-terrestrial Wonder equipment comprises his heavy beetle-crushing boots, a chuck rock which lets him extend the range of his leaps, and a magic star, which lets him bounce creature-stunning stars at his enemies.

Wonder Dog was programmed by Derby-based Core Design, the company behind Virgin's Chuck Rock and Corporation. Like their other games, Wonder Dog has superb graphics, though as far as gameplay goes it has to be said that our initial impression was one of disappointment simply because the action is a bit simplistic. Still, you can find out the full story in the review next month. Don't miss it.





JAMES BOND 007: THE DUEL

P R E V I E W

MT 11
STATUS:

PREVIEW

JAMES BOND 007: THE DUEL

PUBLISHER
DOMARK

PRICE
£39.99

FORMAT
4 M-BIT ROM

DEVELOPERS
THE KREMLIN

RELEASE DATE
JANUARY '92



OO-ER! TIMOTHY DALTON LOOKED BETTER IN LICENCE TO KILL.

That's because it's a sort of amalgamation of various 007 adventures, and features a variety of his old enemies. Odd-Job (out of Goldfinger), May Day (played by Grace Jones in A View To A Kill), Baron Samedi (Live And Let Die) and of course Jaws all make an appearance as Bond roams around scrolling platform scenes in his dinner jacket, rescuing trussed-up Bond girls and planting bombs.

Alas, while James jets from level to level on his Thunderball rocket pack and is occasionally picked up by a Royal Navy submarine, the programmers (who are British by the way) have not been able to include any Aston Martin, or even Lotus Esprit, driving sequences in the game. P'shame.

The graphics are quite jolly and the game plays not unlike Rolling Thunder, which can't be said. Or can it! You can only find out by reading the review in the next issue!

If anyone was ever going to produce a James Bond game for the Megadrive it was bound to be Domark. Over the past five years they've produced video games of A View To A Kill, Live And Let Die, The Spy Who Loved Me, Licence To Kill and The Living Daylights, and the culmination of this Bond Bonanza is James Bond 007: The Duel.

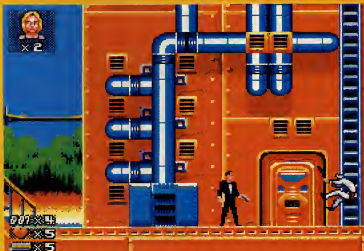
Quick-witted Bond fans may have noticed that this one isn't based on any of the movies, but



THE 007 BRIEFING REVEALS ALL.



HAI! ANOTHER BAD GUY BITES THE BULLET IN THE JUNGLE LEVEL.



NO-ONE STANDS IN JAMES BOND'S WAY AND LIVES!



THE FRENCH SCIENTIST GOES DOWN, BUT JAMES TAKES A HIT TOO!



MEGA MAIL

MEGA MAIL

Pssst, hey you. Listen up and listen good. It's Tom here. You know me, the monkey with the typewriter. Normally, I'm just kept here in my cage, hanging from the ceiling of the evil Dr Glancey's laboratory. Oh, it's not so bad. Occasionally, Paul throws small scraps of food at me and Jeff, he's really nice, pokes a white hot metal pole through the bars at me, just for fun, you understand. Anyway, today Jerry came in with a basket of small, furry animals and now everyone is taking an after dinner kip. The thing is, I managed to prise open the cage door and pinch one of Jeff's magic crayons. So here I am, deftly scribbling away with the small wax writing utensil in the hope that I can communicate with the world. I hear it's really nice on the outside. Grass and trees and things. I've seen pictures.

Cripes, Paul's waking up now, I can hear his teeth grinding. So here's that MegaMail address for you. MEGAMAIL, MEGATECH, RYROY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. And remember, I NEVER said a thing.

BRING BACK THE BISCUIT

Dear MegaTech,

On the Amstrad yonks ago, there were some excellent games like Manic Miner, Jet Set Willy (Manic Miner II), Tombstowne and the Dizzy series. Are there any plans to release them on the Megadrive?

Will Sega or EA or some one ever do a conversion of Arkanoid or Arkanoid II, The Revenge of Doh? Do you remember a computer called the Dragon 32? Will any of the Cuthbert series ever see the light of day on the Megadrive?

Whatever happened to Jeff Zie's biscuit of the month and the monthly Chinese provbers?

KARL SMITH, WARWICKSHIRE

It would be nice to see some of the old games on console, but I don't think games like Manic Miner would have anything more than a brief novelty value now that decent platform games are ten a penny. I would prefer to see some of the unusual computer titles on console, games like Firebird's The Sentinel and Shadowfire. I doubt you'd find conversions of Arkanoid on the Megadrive and as for the Cuthbert games—you must be joking. Microdeal, the company which published the Cuthbert games, has long since ceased publishing, and some of the games were withdrawn anyway because at least one of them bore a striking resemblance to an Atari game.

The Chinese provbers... Well, I sort of ran out of them, actually (they were all real provbers, believe it or not), but I'll try to accommodate your wishes. Jeff is currently on a biscuit-free diet.

DESPERATELY SEEKING MEGATECH (AGAIN)!

Dear MegaTech,

Firstly, let me congratulate you on creating a superb mag, more informative, stylish and generally brilliant compared to the rest. Thankfully I bought my Megadrive just before the first issue, so I didn't miss out on any, which leads me to my gripe...

I took out a subscription, not only for the wonderfully styled T-shirt, which incidentally faded in the first luke warm wash, or the luxury of having it delivered to my door, but the chance to receive my copy before it went on 'general release', to give me the great pleasure of rushing into work and waving the hot off the press copy into the glum faces of the other Megadrive owners, screaming, 'I know how to get past the worm room in the Immortal!' And such like.

I must admit MT 5 did arrive before, but it has gone steadily down hill. It's Thursday 25th and after glancing in the new issue in my local W.H.Smith's on Saturday, I'm desperate for it! @LETTERWRITER:GARY MEADOWS, ESSEX.

I'm sorry you had to wait so long for last month's issue, Gary. We did have a little trouble with the subscriptions as your name has read in issue 10's news. Rest assured, all the problems have been ironed out now and the MegaTech machine (shown in this month's picture) is running with zero defects.

SIMPLY YEARS AHEAD

Dear MegaTech,

Although someone from Phillips will have told you this by now, your reply

to Peter Clarke missed the point slightly. CD-I is in fact a software standard, which Phillips have got numerous CD and software manufacturers interested in. If the system takes off there could be many CD-I compatible games and a large range of CD-I players to run them on. And they will all work in compatible harmony.

So the Mega-CD is not a CD-I (I thought I said that—PG). My hopes of compatibility between the Mega-CD and other interactive CD systems faded when I learned that some Mega-CD games don't work on the Mega-CD! Impossible? You try playing one of Sierra's American games on a Jap Mega-CD. Now you know why US games magazines talk of the Megadrive and Genesis as if they were two different machines(???—PG).

With this incompatibility in mind and considering Sega's restrictive 'licensing' regulations, we prospective Mega-CD owners may be restricted to buying and playing games by or licensed by Sega and at whatever price they like too.

MICHAEL GORDON, NEWCASTLE UPON TYNE.

Aren't you stating the obvious, Michael! Surely that's exactly what Sega have in mind. All Megadrive and Mega-CD games are licensed by Sega anyway, regardless of who makes them or what country they're from. The incompatibility between the Genesis and UK Megadrive is completely intentional as well. This is to prevent grey importers taking profits from Sega UK's coffers and is an age old method used by both Sega and Nintendo since the dawn of time.

YOU LYING GET

Dear MegaTech,

I am writing to explain the truth

about what Tony Byde describes as "Nintendo Geeks stealing our games." Well, Mr Byde, the truth of the matter is that the games do not belong to Sega, they belong to third party programmers, in this case the T.P.P are U.S. Gold and Electronic Arts respectively and they can release the games for any format they like. Surely if Nintendo stole them from us, we must have stolen Chuck Rock from Commodore Amiga owners and Slime World from Atari Lynx. So, Mr Byde, next time I suggest you get your facts straight before you wish any magazine to publish your 'lies'.

ANDY LAWLER, W. YORKS

Cripes, you tell him Andy! Let's hope he gets pimples on his tongue for toiling such stinking porkies.

SUPERSONIC SAUCERY

Dear MegaTech,

I'm just writing to you with a couple of queries. The first concerns those Sega Ads you've been printing for the last couple of months (the ones with hundreds of screenshots). Look at the top left corner of the box with the writing in. You should see a screenshot of what appears to be the Marble Zone of Sonic, but with flying saucers in the background. These aren't in my version, so is it my eyesight or Sega playing silly beggars.

My second problem concerns your subscription service. You see much as I'd like to subscribe, I can't manage to scrape £25 together very often so is there any chance of a six month service. I know it wouldn't be possible to giveaway T-Shirts with the six month service, but hey, I could live with that.

JON GOULD, WEST MIDLANDS

Good Gravy! Aliens! Real photographic evidence of life from another planet! Actually, if you look carefully at that advert you may see a number of pics of Master System games... Ooh, it's obviously a sinister plot of some sort.

MY BRAIN WENT WRONG

Dear MegaTech,

PLEASE, PLEASE, PLEASE write the name and telephone number of mail order company which was on page 27 of issue 7 of your brilliant mag as my game went wrong.

TIM PEARCE, PLYMOUTH

Er, Tim! Tim that page had the MegaTech questionnaire on it, which wasn't an advert for a mail order company at all. Anyway, if you bought a game from a mail order company, surely you must have had their address to begin with. It occurs to me that that would be a good place to start. Still, don't forget that if you're going out, you'd better wear your home address

around your neck just in case you forget where you live.

HOW ABOUT SOME SMART SEGA BREEKS?

Dear MegaTech,

You usually have letters complaining about how Sega games are so easy to finish, so why did Dated bring the Action Replay out? When I go to the shops I see that Nintendo has Nintendo clothes, Nintendo hats and even down to boxershorts, so why don't Sega do theirs? I've only seen Sega hats and T-Shirts and very rarely do I see them. So why don't Sega do this?

Now time for some questions.

1. What is the best, Sega's Mega CD or Super NES?
2. I had a new magazine called Sega Megadrive Advanced Gaming and it had 4 pages of Sonic 2! So why didn't your mag get it?

Well, got to go now. Bye. PS. Your brill mag gets better and better all the time. PPS. The stickers were great in issue seven.

RICHARD DAVIES, MID GLAMORGAN

Four pages of Sonic 2! It wasn't anything of the sort! The SMAG article to which you refer merely contained loads of doctored pictures from the original Sonic game billed as what the SMAG staff would like to see in the sequel. There were only two genuine Sonic 2 screenshots in the whole mag. Still if you reckon their guesses are worth £1.95, that's up to you. We deal in FACT and not fantasy.

Sega have plans to put a load of smart gear in the shops some time soon. Having seen some of this I can tell you that it looks a lot smarter than a T-shirt with Mario on the front, especially the Sonic baseball jackets.

THE SECOND COMING

Dear MegaTech,

This is like a new begging Jesus reborn. I have just read MT9 and am glad to say you have excelled yourselves. This is one of the best graphically designed mags about. Super use of still shots, new layouts and if that is not all, one of the best competitions of '92'. You guys should take a standing ovation, then a lap of honour. Pity I was not better at art, my fault. I have not felt this good in 10 months, when MT1 came out.

I do humbly apologise to the Spot the Shot dudes. I did not realise the shot did not have to be in the mag. Sorry. I would send you Streets of Rage, but some B****+D has stolen my MD plus IS games, my TV, hi-fi, video and some fairly top cut horrors and about 100+ hardcore rave tapes I've





collected over the last four years. Anyway, that's it for now.

S CURRAN, THE WIRRAL

Well, we all went for the lap of honour around the building and everything was going just fine until Tom slipped up around the back and went crashing into a load of bins, chaffing his knee and scraping all the skin of the palms of his hands. He didn't stop blubbing all the way to the hospital and that got Jeff started. You've never heard such a terrible din and what's more, it's all your fault, SC. So thanks a bundle, 'mate'.

A SIMPLE QUESTION

Dear MegaTech,
Just a really simple question about the Mega-CD. Does it load games into the machine like an Amiga, for example, part of the game at a time, therefore interrupting the game or does it load it all in at once for uninterrupted gameplay like a cart? If this is the case, how long does it take for an average game to be 'loaded'?

STUART SHAW, S.YORKS

The Mega-CD does load games in sections from compact disc, but it stores the information in a back-up buffer until it's needed, thus having the next section of game at hand and ready for use. This sometimes causes a delay of about one or two seconds, but recent games seem to have cut down on this delay time. Anyhow, it's far superior to how the Amiga loads games, Stuart, so quit fretting.

CAPTAIN CLUELESS

Dear MegaTech,
This letter concerns the high scores pages in your magazine. While looking at these pages, I came across a score for EA Hockey which said 121-2. Blackhawks vs Oilers.

Now as any genuine EA Hockey player, like myself, will know, the only teams you can play as are the international teams (the countrys-USA Poland, Holland, etc.). And they will also know that the game is called EA hockey, not EA ICE Hockey (a common mistake).

So if anyone else tries to send in fake scores, don't bother because I am on the lookout!

Also I have one question...Looking through my back issues of MegaTech, I noticed that you have changed the overall review percentage of several games. Namely, EA Hockey-94% is now 92%, Granada X-86% to 81%, Hellfire-90% up to 93% and James Pond-83% down to 78%.

Now you of all people should know that once a game has been reviewed you cannot change it's ratings, no matter how much the standard of games moves on. As a wise old Mean Yo once said to me, "We review games in the here and now. How else could we review games, you stupid git."

ROBIN NORTON, DAVENTRY, NORTHAMPTONSHIRE

I'm glad to see that you've got such a lot to occupy your mind, Robin. Let my try and fill it with some useful information. For a start we do review games in the here and now, which is why we re-rate them for people wanting to buy games now, not six months ago, nor six months in the future. If I was to go along with your idea I'd have to bear in mind the even better games which are being released in six months' time. 'No, I can't give this brilliant platform game 95%,' I'd have to say to myself, 'because there's something else coming out which is so much better that I'd have to give it 105% to keep things in perspective.' Kind of stupid don't you think?

The reason ratings have change with time is quite simply because the standard of games does move on! A game which was absolutely stunning a year ago may not have the same impact today when similar games which are even better are being released. Some games have an appeal that really endures and a few even get better the more you play them, but you can't expect Road Rash to stay at 92% when Road Rash 2 with a two-player option and other significant enhancements is released. That would mean we'd have to mark it at something like 100%, which would be silly. We'd end up with loads of games that scored over 90, which would ruin the ability to tell which ones are worth buying. Why do you think other magazines run features in which they re-rate games featured in the magazine a year before?

As for the EA Hockey anomaly, the score in question was obviously acquired from the American version which had all the NHL teams in it. So, as a wise old Andy Lawler once said to me further up the page, 'next time I suggest you get your facts straight before you wish any magazine to publish your 'lies'.

IMPORT-ANT POINTS

Dear MegaTech,
In March of this year I purchased a Sega Megadrive. Looking at the adverts on the TV I expected there to be huge range of 'available' software from £30. Since then I have come to

realise that this is not the case. I now find that none of the new releases are less than £40 and that Sega are dictating what we, the UK should be able to play.

Month after month, games are reviewed in your magazine, but I am unable to purchase the officially released cartridge until Sega deem it suitable for UK consumption. This seems totally unfair as Japan and the United States have often had the game for over 12 months, eg the recently released Batman. Gynoug, Hellfire, the list goes on. I realise that many of the games you review are available from specialist importers and certain shops, but why should we have to pay up to £50 for imported cartridges? At the moment I would really like to play Krusty's Super Fun House and Bart vs the Space Mutants, but I suppose I will have to wait for Sega to put it on their official release schedule.

JOHN RUDDOCK, MANCHESTER.

I sympathise with you entirely, John. However, Sega are now setting worldwide release dates for their games, meaning that we get to play them at the same time as our Japanese or American counterparts. Take Sonic II, for example. This is all part of Sega's plan to beat grey importers and is surely the least, we consumers, can expect. After all, if they don't want us buying imports, it's only fair they provide us with official versions. So, cheer up, things ARE getting better.

I CAN'T THINK

Dear MegaTech,
In issue 2 there is a section on the Terminator under the title 'You're Terminated'. In this section you said the Terminator is shaping up to be the best Megadrive blast yet and you said it was going to be very playable and pack an enormous challenge, but in the review in issue 6 you only give it 60% and it said four levels aren't enough and you said it was easy to complete, so why in issue 2 it's going to be challenging and very playable.

PS. Please print this in your brilliant mag MegaTech and I think I deserve a MegaTech T-shirt for spotting this point.

NEIL HUGHES, RUGBY

Close your eyes, Neil. Now... concentrate. Just imagine you're on the planet Earth, where normal people cannot see into the future. They can provide a speculation based on what they've already seen, but can't actually rate a game until they see the finished article and give it a thorough play-testing. Now, when I come to three, you will wake up and become a well-adjusted member of the human race. One, two...

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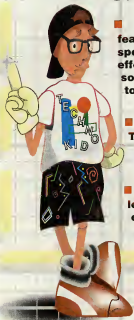


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*The Action Replay is the essential companion for EVERY Console owner... how can you afford not to have it?.....GAME PRO magazine

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**FORMAT: CART
M-BITS: 4**

BY: SUNSOFT/SEGA

PRICE: IMPORT

PLAYERS: 1-2

GAME TYPE: PUZZLE

CONTINUES: PASSWORD

SKILL SETTINGS: 5

**R
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Dear Diary, I cannot bear to live for even another hour. For you see, I am a Lemming, the stupidest of all rodents.

Oft have I stood upon the cliff-top near my burrow and listened to the waves crashing against the rocks many feet below, urged by hypnotic voices to end it all, but always have I resisted. Until now. This morning, while collecting corn for our breakfast, Dad was caught violently in the thrasher of a combine harvester. It was only when we found his torn sneakers in Farmer Franklin's field that the horrible truth was revealed. In shock Mum ran in front of a passing juggernaut, snagging herself under a wheel. The massive vehicle careened into the hedgerow where my family were hiding. The ensuing explosion claimed everyone, aunts, uncles, the lot. Alas, it was just nature running its course.

Now I hear that Sunsoft have made a video game about us. A platform, puzzle romp in which my species negotiate various hazards in an attempt to survive. I can stand it no more. Goodbye cruel world, goodbye!

Tom's comment



Lemmings has taken its time reaching the Megadrive, but I can truly say that the end result is more than worth it. There's nothing new or improved about this incarnation, but why fix something that isn't broken? The puzzles are just so challenging it makes for hours of entertainment. But just wait until you take on another player, your brain will have to do mental somersaults as you try to counter their fiendish assaults on your faithful brethren. Until now, the only similar game on the Megadrive was Krusty's Super Fun House, but, in my opinion, this far surpasses that. There's just so many more degrees of freedom to Lemmings. Everytime you foul up, you'll find yourself racking your brain to find some crazier, more hair-brained scheme to save the little beggars. Such depth of gameplay is so rare in a video game, so this is like a breath of fresh air. I can't recommend a game more strongly. If you haven't experienced Lemmings yet, then I strongly suggest you amend that error.



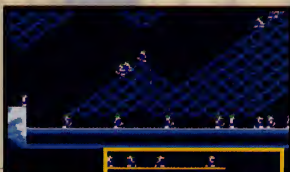
LEM

LAMBS TO THE SLAUGHTER



▲ WITH NARY A CARE IN THE WORLD, OUR PINT-SIZED JOKER FANS WALK INTO THE JAWS OF DEATH!

Do feebly mindless are lemmings, that the only action their pin-sized minds can enable them to perform is walking. With gormless delight they initially proceed right, however if they encounter an impassable object, then they merely about turn and proceed to head in the opposite direction. In order to negotiate the various obstacles that they encounter, various tasks can be assigned to particular lemmings. Here are the various types of lemmings that can be produced.



▲ WHEN THE CAT'S AWAY, THE LITTLE LEMMINGS LIKE TO PLAY ON THE WAFFLE GRIDDLE.



LEMMINGS



CLIMBERS

Can ascend any vertical obstacle. What's more, the lemming retains this power for the duration of the stage.



FLOATERS

Can fall any distance with the help of their parachute-style umbrellas.



BOMBER

This lemming sacrifices his life in an impressive display of spontaneous combustion which blows a hole through most materials.



BLOCKER

These immovable chumps act like a wall and prevent the troop from continuing in a particular direction.



BUILDER

These doozer-type workers can build a bridge to the length of 12 little lemming-sized bricks.



DASHER

This little hardnut punches a horizontal tunnel through almost any material.



MINER

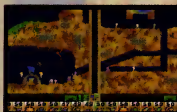
He chips and hacks his way, diagonally downward through almost any obstacle.



DIGGER

This lemming uses his rodent skills to their tunnelling directly downwards.

DOUBLE JEOPARDY



DESTROY EACH OTHERS LEMMINGS FOR SPLIT SCREEN ACTION!

Should you happen to have a power-crazed buddy who shares similar designs to yourself with respect to the controlling of lesser creatures, the two player option could be just your cup of tea. Each level is now possessed of two exits, a blue one and a green one. Through the means of a split screen, each player directs their correspondingly coloured lemmings to their exit, all the while trying to prevent their opponent from doing the same thing. The winner is the player who has more lemmings passed through their exit. As you can imagine, this causes much rivalry as each player attempts to sabotage the other's plans. However, far better than just trying to destroy the opposing lemmings, if you can lure them into your exit they will be attributed to your score. As the old saying goes, if you can't beat 'em, join 'em.

paul's comment



Well, no doubt about it, this is Lemmings all right. All the features of every other version of the game are in there, all the levels, the two-player mode, everything, so there's not much I need to say really. It's still the same fine game it always was so if you enjoyed it on other formats or you're just after an unusual, humorous puzzler you won't be disappointed. I found it did grow a bit dull after about 20 levels, but at least the password system means you don't have to keep playing the same bits over and over again. Recommended, and non-import fans can take comfort from the fact that Lemmings is due out officially in the next month or so.



GAME TITLE LEMMINGS

REFLEXES

STRATEGY

CHALLENGE

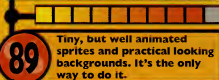
THOUGHT

92% RATING

PRESENTATION



GRAPHICS



SOUND



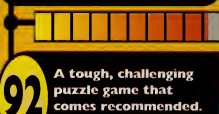
SHORT TERM PLAY



LONG TERM PLAY



MEGATECH RATING



REVIEW



RBI
BASEBALL 4

FORMAT: CART
M-BITS: 4

BY: TENGEN

PRICE: IMPORT

PLAYERS: 1-2

GAME TYPE: SPORTS

CONTINUES: BATTERY

SKILL SETTINGS: 3

R E V I E W

Baseball is just so much sticks and balls to use Brits, which is an attitude which just might get you lynched in some parts of America. There, baseball is a massive business, and with each team playing over 200 games a season, there's plenty of money to be made.

This is the fourth game in the RBI series, and the major difference between it and RBI 3 is the inclusion of loads of team statistics. There are 28 teams each with players whose strengths and weaknesses are based on their real-life counterpart's performances in recent years. All this is split up into four manageable division, and if you guide your team to victory in each one you'll play the 'super secret' team for the world series championship (even though all the teams are American).

RBI BAS

ON THE OFFENCE



▲ NOT THE SAME AMBIENCE AS WRIGLEY FIELD, BUT THE BALL-GAME CAN BE AS EXCITING.

Batting is all a matter of timing, keeping your eye on the ball and pressing the A button. That's straightforward enough, but when a batter reaches a base, you're in charge of whether he runs or not and if he should steal. While this is going on you've got your next batter waiting for a pitch on the plate.

To practice batting there's a mode called the Home Run Derby, which is a fancy name for you and a pitching machine. This is actually quite fun as you don't have to worry about what the base-runners are up to.



▲ ...HE DIVES TO THE BASE, THE CROWD ROARS!



This is a very accurate simulation, action-packed and true to the original sport in just about every detail. But because this is an American import, whoever wrote the instructions took it for granted that the player would already know baseball backwards, so none of the jargon is explained and neither are the rules. On the gameplay side there are some nice features such as the easy to use control system. The graphics are passable, with large sprites and different graphics for every stadium. The Game Breaker feature is great, as a nine innings game takes ages to play and is dead boring if you're winning. You'll like this if you're a baseball fan, if you're not I'd recommend that you give this a miss.

EBALL 4

PITCH IN



▲ SEMAPHORE, BASEBALL STYLE...

▲ HE'S GONNA LINE MITT WITH BALL!

Pitching is a complicated affair. The target area, called the plate, is 17 inches deep and between the batters knees and armpits. Pressing A makes you pitcher wind-up (pull back to throw). At this point you have a split second to decide what type of pitch it's going to be. Pushing down on the D-pad produces a fast ball, while up is a fast highball that drops into the plate. Left and right after the ball is thrown makes it curve, which is handy if you want to be really unsporting and **croak** the batter.

While your pitcher is winding up there's every chance that a base runner might be going for a steal. Pressing B makes the pitcher spin around and throw the ball to the appropriate base in an attempt to get the runner stumped out. This rarely works, but it usually puts the runner off.

Holding down C and A instructs the pitcher to play a spit ball. This sneaker pitch dips just before it reaches the plate, which makes the batter swing and miss. These don't always work do, and if one goes wrong the batter will hit the ball out of the stadium.

GAME BREAKER

If a nine innings game is a bit long for you, there are 17 preset situations you can start in. These include sudden death, where the first score wins, making a comeback, needing one run to win with the last batter and other such nail-biting scenarios.



▲ THE PITCHING MACHINE WILL HELP IMPROVE YOUR BATTING SKILLS.

Oh, I don't know. I suppose this is all right if you're into baseball, but personally I found that, like every other baseball video game I've ever played, this just didn't get my pulse racing. It does have more features which make it a bit easier to play than the rest and the collision detection between the bat and the ball seems to be a bit more generous than usual. But after a few games I still wasn't enjoying myself so if, like me, you're not struck on the sport you might as well leave RBI 4 alone because it won't convert you.

paul's comment



GAME TITLE RBI 4

REFLEXES

STRATEGY



CHALLENGE

THOUGHT

7.5 RATING

PRESENTATION



70

Hundreds of stats, not very prettily presented. Different stadia for different teams, though.

GRAPHICS



79

Most of the sprites are superbly animated, but others look deformed.

SOUND



61

Plenty of bat against ball noises and crowd roars. Ghastly baseball-stadium type music.

SHORT TERM PLAY



79

Great if you're a fan and good fun in two-player mode.

LONG TERM PLAY



72

If you're not a baseball freak you won't find great lasting appeal.

MEGATECH RATING



74

Definitely a baseball game for baseball fans only.

REVIEW



**FORMAT: CART
M-BITS: 4**

BY: SEGA

PRICE: £39.99

PLAYERS: 1-2

GAME TYPE: SHOOT 'EM UP

CONTINUES: 8

SKILL SETTINGS: 3

R E V I E W

It was an idyllic day when that fatal disaster occurred. Never has there been a day so hot, the sky was clear and blue and temperatures were rising. Enter Bob Cribbens, a driver for a local sewage company, transporting toxic waste to an isolated dumping site. In his 40 years of employment he had not a single blemish on his record.

As he was driving along the coast his heart went, just like that. Fingernails digging into the wheel, Bob knew that, for the sake of humankind, he couldn't let his truck's lethal cargo seep out. The vehicle spun over the roadside cliff-edge and plunged into the deep blue, never to be seen again.

The vehicle was reported missing, but the mystery was never to be solved, until they rose from the oceans. Throwbacks to a darker age, grotesque mutations of nature. An almost intelligent disease that spread, heading towards the cities, consuming everything in its path. Vegetation, insects, all natural life fed the ranks of this unnatural army. All seemed doomed, when suddenly, the aliens arrived...

BIO HAZ

DAMN TSETSE FLY!



▲ A TERRIBLE FRACAS WITH THE BOG BRUSH OF DOOM

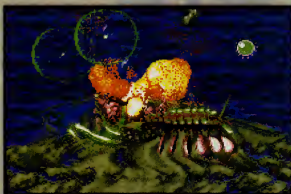
Travelling from a distant world where evolution has transpired differently from the way it has here on Earth, the aliens who you control in this game need no flying machines, for they are their own vehicles. Battling the repulsive enemies that this game contains would be a pretty disgusting task for you or I, but fortunately the heroes of this game are almost as grotesque. Strongly resembling some form of flying stingrays or wasps, there are four that you can choose from. Each one comes equipped with a floating drone that automatically fires at the nearest enemy.



▲ AN INTERGALACTIC BUG COLLECTION

THE UGLY BUG'S BALL

Never have such totally revolting creatures graced the Megadrive. The whole game resembles an episode of that old series, David Bellamy's Back Yard Safari, where each week he was shrunk down to a microscopic size and battled with slugs, spiders and even spores. Everything from horrible pulsating worms, that extend their probing heads out of holes in the ground, to giant leeches, stuck to the side of ruined skyscrapers, are out to get you. Giant flying slugs release their ugly, little offspring into the air and monstrous beetles scuttle around forest floors. And to think you used to squelch at that spider in the bath. Shame on you.

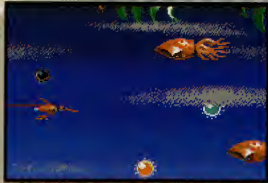


▲ LEONARD THE LOBSTER BITES THE DUST

ARD BATTLE

LICE TO SEE YOU, TO SEE YOU...

As far as power-ups go, there are four different types that can be collected in Bio Hazard Battle. The effects of these power-ups depends on what craft you are using. In some cases, for example, the yellow gem will cause you to fire yellow beams, whereas in others, you'll just fire yellow shots. Red gems give certain craft a homing laser, blue gems cause the drone to fire blobs of blue and orange gems can cause ringlets of laser to emanate from the craft. The green gem seems to produce the same effect in all cases, by producing a half green shot ability. By collecting gems of the same colour, power can be increased by up to three times, however, once powered up, any coloured gem can be collected and the power will remain at triple strength. Take a hit though, and you'll lose a level of power.



▲ ROBINSON'S JELLYFISH, THROW A WOBBLY



▲ PATTERNS WITH MATCHSTICKS NO. 45

LAIR OF THE WHITE WORM



▲ A SCENE FROM 'ESCAPE FROM THE LURGY CRAFT'



If there's one thing worse than a gross baddy, it's a big gross baddy. Enter the end of level bosses in Bio Hazard. The first of these terrors that you'll encounter is a giant segmented worm. Funny enough, this monster's home strongly resembles the carcass of the dead space pilot from the beginning of the film 'Alien' welded to the side of a giant Redwood tree. Later fiends include large tube covered flaccid bags that fire thousands of spores at you and mass swarms of amorphous blobs that float across the screen. But for real stomach churning dread, wait until you take to the sky in a later level to combat a massive spacecruiser chock-full of maggots, worms and bugs. Yewh!

Tom's comment



If nothing else, Bio Hazard is certainly the most revolting game I've yet to see on the Megadrive. The graphics are very impressive and some of the pulsating, glistening blobs look real enough to make you curl up your nose in repulsion. The impressive backdrops like the humid, sweaty forests really add to the game and there's certainly a lot of variety in the enemy sprites especially with all the horrible wildlife scuttling, crawling and slinking around. What's more, it's not such a bad shoot 'em up. It's quite fast with plenty of action and some fantastic bosses to keep you at it and also happens to be quite a stiff challenge. The two play or option, although sometimes tending to be visually quite confusing, adds a lot of fun to the game and is certainly a feature that should be included in more games of this ilk. Although not the best shoot 'em up around, I'd still put this one high up on the list. And if you're one of those people who likes to pick your nose and wipe it in your hair, then you'll love this.



▲ I'M SORRY, THE PRAWNS ARE OFF

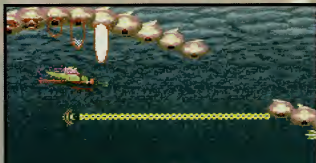


▲ TAKE THAT, DEMONIC SPERM



SPORES ON THE DOORS

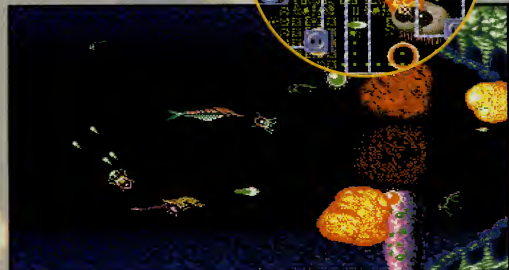
A rather neat feature of Bio Hazard is the two-player option. Both players can take their pick from the four available craft and take on the might of the mutant force together. As is par for the course on every two player shoot 'em, rivalry for the power-ups can become quite intense. But don't compete with your pal too much because once their own lives run out they can carry on playing by using



▲ SO YOU HAVE DISPOSED OF MY FINEST GUARDS. NOW YOU MUST FACE ME!



▲ THE HUNGRY CATERPILLAR RETURNS, MONCH MONCHI



1P 2248 PTS HIGH SCORE 10000 PTS 2P 666 PTS

▲ TILLY THE TRILOBITE AND HIS PAL RAY CONFRONT THE CHEESE BALLS FROM HELL!



Paul's comment

Most shoot 'em ups these days are just variations on the same old theme (witness Grey Lancer, reviewed on page 56). Bio Hazard Rattle looked like it could have been another one of those games, but it has enough unusual features to actually make you want to start playing and keep playing. The main attraction are those excellent and very strange graphics, which get better and better the further you get into the game. The disgusting segmented worms and nasty insects are superbly animated and are easily the best sprites I've seen in a Megadrive shoot 'em up in ages. There's something about the way Bio Hazard plays that's really smooth too. The controls feel just right and the challenge is pitched just right. If you can't wait for the official version of Thunderforce IV, this should keep you going for the meantime.

GAME TITLE BIO HAZARD BATTLE

REFLEXES

STRATEGY



CHALLENGE

THOUGHT

73 RATING

PRESENTATION



73

Standard options, no intro screens to speak of, but quite a polished feel to the whole game.

GRAPHICS



93

Some of the most revolting creatures ever to be dreamed up, or perhaps thrown up.

SOUND



86

A neat soundtrack and some pretty decent sound effects.

SHORT TERM PLAY



87

Simple, enjoyable gameplay means you'll soon find yourself immersed in this game.

LONG TERM PLAY



86

And the high difficulty level will keep you at it for quite sometime to come.

MEGATECH RATING



88

Nothing new, but an enjoyable blaster with some very impressive visuals.

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HOME ALONE

Movie Based (TM & ©) Characters
Created by & Storyline Developed by
Rob Marshall - Home Alone
The Home Alone Band
© 1997 Sega

**FORMAT: CART
M-BITS: 4**

BY: SEGA

PRICE: £39.99

PLAYERS: 1

GAME TYPE: ARCADE/ADVENTURE

CONTINUES: N/A

SKILL SETTINGS: 3

Ah, what a beautiful morning. After a night of blizzards, the town has been left covered in a thick blanket of snow. Better still, school is off and sledding is in! Alas, poor little Kevin can't enjoy the simple pleasure of winter fun, for his absent minded parents have accidentally left him behind and gone off on their holiday.

Yet stranger things are afoot, for everyone in the neighbourhood has vanished and our half-pint hero soon realises that a pair of unscrupulous burglars are taking advantage of the situation.

Meet Harry and Marv, The Wet Bandits, so called because after ransacking a house they turn all the taps on and flood the place. Never ones to look a gift horse in the mouth, they have decided to claim a royal bounty in stolen items. That is unless Kevin can stall them until the cops arrive. But with only a makeshift arsenal of toys, rubber bands and snowballs at his disposal, will our rosy-cheeked young scamp save the day and bring these nefarious no-gooders to justice or will the hoods win the goods and end up laughing all the way to the bank? Gosh Timmy, let's go!

HOME

YOU MEDDLING KIDS!



▲ HEY, YOU CAN'T COME IN HERE. YOU KNOW THAT IT'S A SNOW GO AREA.

At the disposal of the weeny wonder is a feast of makeshift weapons. By breaking open snowmen with his sled, Kevin can unveil such useful items as tyres, snowballs and even piles of hot coals, though how he carries all these trinkets is anyone's guess.

Once inside, the two-fisted teensy tough is confronted by a plan of the house, and he can take this opportunity to plan ahead and lay a variety of cunning burglar traps (marbles, tar, blow torches, that sort of thing) in the different rooms before the bad guys arrive.

Then it's up to you, the player, to guide him around the rooms, leaping over obstacles and generally running amok in a way that the burglars will find so intolerable that they'll run home crying. Of course, if they should catch Kevin unawares, they'll hang him up on the wall while they ransack the place and only frantic joystick wiggling gets him down and back into action.

tom's comment



I haven't seen the film, but I must confess to being a non-fan of aforementioned child superstar, Mack. But, personal taste aside, I found this game to be somewhat enjoyable in a twisted sort of way. The graphics on the sledding scenes are admittedly, quite poor, and bear more resemblance to the quality expected of a Master System game, but once inside the houses this low quality threshold rises a little bit. The idea of laying traps and finding parts to build up new weapons does have a certain charm to it and finding out how each device affects the burglars can be quite amusing. However, once the game is completed, which isn't very hard, the only appeal is to complete the game with a better score and there just isn't enough to this game to make you want to do that. Also, I have to bring up a niggle, when your sled's power runs out and you're left dragging slowly along the road, it has to be one of the most frustrating, infuriating endurance tests in the whole world, especially when you don't know which house the burglars are in and end up going the wrong way. In all fairness though, it's not a completely naff game, it's just not good enough to make me want to part with my readies. If I were you I'd leave Home Alone well alone.

ALONE



GAME TITLE HOME ALONE



MILK BOTTLE TOPS AND DOUBLE SIDED STICKY TAPE



▲ ALL THANKS TO MY HOME-MADE GLUE.



▲ IT'S NO SKIN OF MY NOSE, BACK, ARMS...



Being the resourceful little munchkin that he is, Kevin can use ordinary household objects to build lethal weapons of destruction in ways not even seen on Blue Peter. By using beds, tables and chairs, as well as any tyres he's collected, he can jump up and reach high-up nooks, crannies and shelves, where these fruitful gift doth lie.

Anything from rubber bands and pepper pots to hair dryers and glue can be collected by this method. What's more, these objects can be stuck together, resulting in some awesome weapons of destruction. Take the Snow Bazooka, for example. This devilish device encases the victim in packs of snow, literally turning him into a snowman, with a carrot nose, and 'two eyes made out of coal.' Snow? Kidding!



▲ KEVIN USES HIS PORTABLE BAT-COMPUTER.



▲ READ THEM THEIR RIGHTS, O'HARA.

Paul's comment



I can't claim to be a fan of the film, but apart from the characters, this, thankfully, doesn't seem to have that much to do with the film, and I actually quite enjoyed playing it... for a while. I like a game that's a bit different, and Home Alone has some good, novel ideas and gags in it. Unfortunately most of the fun lies with building bizarre weaponry and that doesn't last forever. Apart from that it's very basic Hunt The Objects And Avoid The Baddies stuff. The idea of having different types of houses is pretty good, but not enough has been made of it—a couple of holes in the floor in the Old House and a spider in the Mansion aren't particularly terrifying hazards. I think there's probably just about enough to keep a younger player happy, which is fair enough, seeing as that's obviously who this game is aimed at. More advanced players should try something like Gods.

PERCENTAGE RATING

PRESENTATION



GRAPHICS



SOUND



SHORT TERM PLAY



LONG TERM PLAY



MEGATECH RATING



REVIEW



FORMAT: CD

BY: WOLFTEAM

PRICE: IMPORT

PLAYERS: 1

GAME TYPE: SHOOT 'EM UP

CONTINUES: 2

SKILL SETTINGS: 2

REVIEW

It's red alert time at Cobra Command HQ. A terrorist organisation has invaded the world's cities, driving the local defence forces off the streets with helicopter gunships and tanks. From inside their mountain base, the Cobra Command pilots are called into action, their mission: to clear enemy forces out of the cities, locate the terrorist headquarters, then infiltrate and destroy them.

This fills ten levels of around-the-world action in which you play a pilot at the controls of a Thunderstorm helicopter. As the pilot, you get a through-the-windshield view of the battle, displayed in full-motion, cartoon graphics digitised from the laser disc coin-op. As in the coin-op the joypad controls the helicopter's flight at key moments in the action, when there's a large obstacle in your path and the co-pilot starts screaming directions. You also have full control of your gunship's weapons, so while the game does most of the steering you have to shoot down the enemy forces before they get you!

THUNDER

HEADS UP!



Thunderstorm FX started life as an arcade laser disc game, much like Dragon's Lair or MACH 3, and like most laser disc games the idea of the coin-op was to watch the on-screen action until the right moment, then shove the joystick in the required direction to perform a particular move. Great to look at, but the problem is that, well, it doesn't amount to much in the way of player interaction, and when you do

actually get something to do it's easy to miss the exact micro-second when the machine expects you to move the joystick.

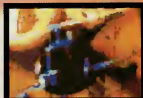
Thunderstorm on the Mega-CD doesn't suffer from these flaws, however. As well as giving you occasional control of the helicopter, you are given constant control of a gunsight which, in Missile Command style, trains the vulcan cannons and rockets on the tanks and aircraft which fly out of the screen towards you. If you don't shoot down the enemy before they shoot you, the scene changes to show your gunship being blown apart.

Directing the helicopter is made easier by the instructions and arrows which appear on the Thunderstorm's control panel. When the co-pilot shouts, "Turn left!", just watch out for the arrow, quickly push the D-button in that direction and hold it there until the arrow disappears (actually the speech occasionally seems slightly out of sync with the action, so best watch the arrows). Failure to do so results in a dramatic animation of the helicopter smashing into the obstacle and exploding.

In HARD mode the arrows aren't shown, so if you're not sure of the sequence of events things are much more difficult!



Laser disc games are notoriously yawnny, because playing them has just been 5% interaction and 95% watching the story unfold. Wolf Team have succeeded in saving Thunderstorm from that problem and have produced a new style of Megadrive game which is surprisingly good fun to play. The spectacular graphics and sound are so well done that they really do make you feel like you're in the thick of the action, and that accounts for most of the excitement. Unlike laser disc games there's always something to keep you occupied because there's always something to shoot at, and though you do end up learning where and when targets are going to appear didn't detract from my enjoyment at all, nor did it make the game too easy to play because things happen so quickly on the later levels that success is still down to shoot 'em up skills. Mega-CD owners, shouldn't miss this.





THUNDERSTORM FX

● AROUND THE WORLD IN TEN LEVELS



After clearing New York of terrorists, the action moves across America to The Grand Canyon. Here you have to weave your way along a chasm, destroying helicopters and gun emplacements and avoiding landslides until you find a nuclear missile silo. Destroy the missile, then weave your way out along another chasm, shooting up more helicopters and aircraft before heading west to the pacific.

Level three is set in the middle of the ocean where a fleet of enemy warships is lying in wait. The main target here is an aircraft carrier, but it's escorted by several destroyers and numerous jet interceptors.

From there you continue west to Easter Island. Hidden amongst the giant head statues are tanks and a secret base which you need to destroy from the inside. Level five is similar, featuring another terrorist base, but this one is even bigger!

Continuing west you arrive at the second occupied city, Rome. Once Rome is liberated you're sent south to the Sahara Desert and from there it's on to a jungle landscape. After nudging the Thunderstorm through dense forest, you have to swoop up a river, shooting up gunboats.

Level nine takes you into a gigantic underground cave, which leads to the final level, the terrorists' main base. Destroy this and the world is once again safe for pleasant people.

REVIEW

● "OK CAPTAIN, LET'S KNOCK 'EM OUTTA NEW YORK!"

The game starts in New York, with you hurtling towards The Statue of Liberty. Here's a full-blown storyboard of the entire level!



On the approach to Manhattan Island, New York City. Get ready for some major helicopter trashing!

Wouldn't you know it! The terrorists' first target is the Statue of Liberty. Here come the first gunships!

HEAD UP! Leave the wreckage of the helicopters burning over the Statue of Liberty, but don't collide with Ms Liberty!

Three more gunships! Swing down over Hudson Bay and take out one of them, then pull up before you hit the water.

The rotors pound the air as the Thunderstorm begins a steep ascent and follows the two escaping gunships.



THE BACK SEAT DRIVER

Occupying the seat behind you in the cockpit is your co-pilot, whose role in the game is to offer words of encouragement, warn you of enemies or obstacles which you're about to crash into and calling directions.

Although this is a Japanese game, all the speech is in English. The sentences aren't actually recorded as tracks on the CD, but have been digitised (along with the rest of the sound effects) and turned into Megadrive data which is played through the Mega-CD's PCM sound chip so the quality is spot-on, and the fact that it's all in stereo (choppers buzzing past and explosions on the left and right) really adds a lot to the game.



▲ THE MISSIONS VARY SIGNIFICANTLY, FROM CITY ASSAULTS TO INTERCEPTING OCEAN CONVOYS, AND THE SOUND EFFECTS MATCH THE SCENARIOS PERFECTLY.

GUNS AND ROCKETS

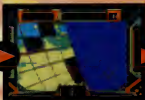


▲ ROCKETS AWAY! WATCH THE FUN FLY IN THE CANYON, SHOWN IN ONE OF THE GAME'S FOUR ANIMATED VIDEO SEQUENCES.

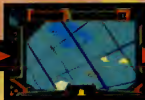
Just because you get an infinite supply of cannon shells and rockets, that doesn't make the game any easier. The LED indicator in the cockpit (pictured left) shows the temperature of the weapons mountings, and when the red bar at the top lights up the fire control cuts out. This means you can only fire in short bursts and can't just hold the button down and simply steer the sight around the screen (unless you have an autofire joystick which completely gets around this restriction).



▲ THERE'S NOWHERE FOR THE TERRORISTS TO HIDE ON EASTERN ISLAND.



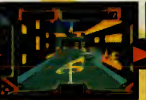
"TAKE A RIGHT! HEAD DOWNTOWN!"
Head between the towers and steer right before you crash!



Oops! A bit too heavy with the controls. Now point the nose down so you don't hit the opposite tower!



More helicopters are tearing up Fifth Avenue with their rockets. Pursue and destroy!



More gunships sneak out of their ambush positions. Knock 'em down before they get you!



"TURN LEFT!"
At this speed you'll never be able to turn the corner without hitting the FX 2000 building... will you!



"RIGHT!"
The co-pilot can't believe it, but you made it! Now don't hit the offices on the other side of the street!



The remaining choppers come swarming out a side street. Head down there and finish off the invasion force.



"TAKE A RIGHT! RIGHT!"
The co-pilot isn't enjoying this ride at all. Maybe you shouldn't fly at buildings at 200 mph.



"GO STRAIGHT UP!"
Stretching the airframe well beyond its operational limits, you pull a high-g ascent and climb out of the city.



Phew! That's the end of the terrorists' occupation of New York, and the first mission.



GAME TITLE THUNDERSTORM FX

REFLEXES

STRATEGY



CHALLENGE

THOUGHT

93 RATING

PRESENTATION



93

Good selection of options and four great animated demos.

GRAPHICS



94

Slightly jerky but the overall effect is extremely effective.

SOUND



97

Superb! Put your headphones on and you could be there!

SHORT TERM PLAY



91

The initial wow gets you started, and the feeling of being there keeps you going.

LONG TERM PLAY



85

It's easy enough to learn the early levels, but after level five things get extremely tough.

MEGATECH RATING



87

A great translation of a laser disc game. Try it if you're after something different.



▲ TWO MORE SCENES FROM THE MAIN DEMO, SHOWING THE DESTRUCTION OF THE THUNDERSTORM HEADQUARTERS (TOP) AND THE THUNDERSTORM CHOPPER LITTING UP WITH ITS TIRE CARBONING (LEFT). COO, THE WONDERS OF FULL-MOTION VIDEO, INC.

FULL-MOTION VIDEO: SLIGHTLY TECHIE BIT

When the Mega-CD was released, there wasn't much mention made of its ability to display full-motion video pictures. This means that it can read hundreds of digitised animation frames from the disc and play them in sequence, like a film. Up till now, this feature has only been used in intros; Mega-CD fans may have seen a Samurai strategy game entitled Tenkfabu which used digitised frames from battle scenes in the classic Japanese movie, Ran.

But Thunderstorm FX shows just what is possible using full-motion video. All of Thunderstorm's pics are digitised versions of the frames from the cartoon which was on the original laser disc. The limited colour palette means some of the colours come out flatter, and there's some slight jerkiness which results from the fact that not all of the frames have been included, but when you're actually playing the game the graphic effect, coupled with the soundtrack, is good enough to provide the sensation of being there.

tom's comment



Finally, a Mega-CD game that looks and behaves like a Mega-CD game. Both the visuals and the sonics of the game are of a truly outstanding quality and certainly give a small, but nonetheless significant demonstration of what the Mega-CD is capable of. But when it comes down to it, Thunderstorm FX is little more than an interactive movie very much in the mould of Namco's coin-op, Starblade. This isn't to say it's not fun, because it is. The urge to get further into the game and experience more of it is quite strong and I'm sure you'll want to come back to it every now and then, even when you've finished it, just to do it all again, rather like watching a favourite film. I have little doubt that we're going to see more of this type of game on the Mega-CD and it's clear that this is an area of video gaming that has the potential to inject a fresh slant on the whole scene if given a chance to develop. Definitely one of the better Mega-CD games around at the moment, if a little limited in the depth of playability department. If you've got a Mega-CD you could do a lot worse than to put this on your purchase list.

REVIEW



FORMAT: CART
M-BITS: 4

BY: ACCLAIM

PRICE: IMPORT

PLAYERS: 1

GAME TYPE: SHOOT 'EM UP

CONTINUES: PASSWORD

SKILL SETTINGS: 3

REVIEW

Look to the future. A dark future. Los Angeles 1997. It is the hottest summer the city has ever seen and also the most violent. Bloody gang wars are rife on the streets and the smell of slaughter hangs heavy in the air. Death and heat. Such is the concentration of this intoxicating cocktail that a new player has been drawn to the fray. Unseen, silent, a killer from another planet. The Predator.

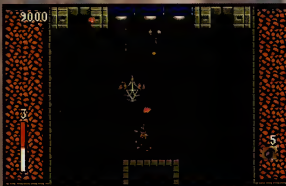
Enter Lieutenant Harrigan a mean cop with a bad attitude. What starts as a routine exercise in curbing drug related violence soon turns into a vicious game of cat and mouse set amongst the sprawling backdrop of an urban jungle.

Based on the big screen action movie of the same name, this game sees you in the role of Harrigan as he metes out justice on all manner of hoodlums whilst following a path which leads steadily an inevitable confrontation with the elusive Predator himself. So watch out, because it's open season on humans.

● YOU DON'T KNOW WHAT YOU'RE DEALING WITH!



▲ "ALAS POOR YORICK, I KNEW HIM WELL" (© POPULAR MEGADRIVE MIS-USED BY CAPTIVUS LTD.)



▲ OH THERE YOU ARE. AND WHAT TIME DO YOU CALL THIS!

The game follows the basic storyline of the film with the exception that, throughout the first six stages of the game Harrigan is confronted by the gangs of gun-toting drug dealers who have taken hostages and left them trussed up around the landscape. Harrigan has to shoot his way through the hordes, find the hostages and release them as quickly as possible because the Predator is out hunting and if he locates them before you do, he turns them into dog food.

For the most part, the Predator is unseen and you only have the gangsters to deal with. Fortunately, it's quite acceptable to gun them down without shouting the usual warnings. Once all the hostages are rescued however, the Predator draws a bead on you and it's a race to the exit before you become another police statistic yourself.



Considering what a good license this game is, it's surprisingly poor, especially in the wake of the superb *Alien 3*. I certainly found it quite fun to begin with, but there are only seven levels and the gameplay just doesn't progress. The whole thing soon becomes quite monotonous and it's a relief that you don't have to play for very long before you reach the end. I completed it in one day and that was in spite of the severely inhibiting controls. Once completed, there's very little that'll bring you back to this game. If it was visually impressive you might play it again just to ogle the graphics, but it isn't. Bland graphics, bland gameplay and naff controls all conspire to make this a sub-standard blaster. It would have made a good budget C64 game, but is definitely not a decent Megadrive cart. *Alien 3 vs Predator 2* I know which one I'd pick and it isn't this one.



▲ SORRY, THE BACK SEAT IS A BIT DUSTY!



▲ ONE MR MEN LOLLY AND A CORNET PLEASE.



▲ GET OFF MY DUSTBIN LID, DAMN RACCOON!



PREDATOR 2

LIONS AND TIGERS AND BEARS...OH MY!

Each of the game's seven levels represents a particular scene from the movie. Opening on the riot-filled streets of the city before moving onto the roof tops where gun-toting hoodlums take pot shots at Harrigan through sky lights and even from their Helicopters. Next it's back onto Terra Firma for more streetbound action before taking to the subways where all manner of subterranean villainy spill from the passing underground trains. As the game progresses, the Predator makes its presence more strongly felt, occasionally appearing to battle Harrigan himself and it's deep in the metro station that the alien hunter first appears in the flesh leading Harrigan to it's hideout in the city abattoir. This eventually culminates in a visit to the Predator's spacecraft where a whole army of Predators appear with the aim to claim your brain ball as the greatest trophy of them all.



DRUNK SQUID, Eh, DRUG SQUAD, THIS IS A MUST, NOBODY MOVES!



OUT OF MY WAY, YOU OLD BAG. I'VE GOT A MEETING IN TEN MINUTES.



THEY WERE BORN? LIKE JASON? Oh, THE WENT FOR WIDE CLEAN VINTS.

HEAVY FIREPOWER



Throughout the game, slaughtered opponents tend to leave all manner of objects strewn around the screen. These mostly tend to be drugs for delivery to the drug squad (for bonus points), but on occasions various items of weaponry are made available to Harrigan including a number of armaments from the Predator's own arsenal. Take a butcher's at these.



RIFLE

This weapon's armour piercing bullets gives you more of a fighting chance than the standard issue automatic.



SCATTER GUN

Grab this crossprayer and fill your enemies full of more lead than a twelve-pack of HB pencils.



SAW-N-OFF SHOTGUN

Short on distance, but this is the most powerful firearm in the LAPD Weapons Cupboard.



GRENADE

It's just like the fourth of July when you've got a bag of these explosives.



FLAK JACKET

Not just a snug fit, this one. It'll replenish your energy until it's tip top hull.

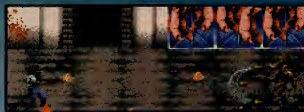


FIRST AID KIT

Not only will you feel top of the world, but this packet of elastoplasts will provide you with an extra life to boot.



▷ PREDATORY WEAPONRY



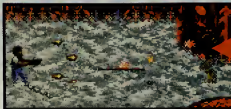
NET

Extremely annoying in the possession of the Predators, but this one is dead useful in the right hands. It ensnares it's victims draining them of vital energy reserves.



DISCUS

Launch up to four of these razor-edged frisbees and they spin continuously around your body slicing anything and everything into ribbons.



TELESCOPIC SPEAR

Swift and sure. This alien harpoon is guaranteed to make light work of any foe, even the Predators and it can claim more than one victim with each throw too.



● HE COME FROM THE OTHER SIDE...

After two blockbuster movies and two video games (the first of which was released by Acvision back in 1988 when the first movie came out) where does the big P go from here? Well, he's got his own comic book as well as a history of feuds with the Aliens and even Batman in various one-off comics, but will there be a Predator 3 movie? Who knows? One thing we are sure of is that a Megadrive Alien vs Predator game (which will take the form of a Final Fight-style beat 'em up) is in the works for release next year.



THIS GUY FROM BOSHIER, I CAUGHT IT WITH MY BARE HANDS BACK IN '76.

THEY'RE SOMETHING BUT THEY'RE BEYOND THE TOOL

Already available on import, Predator 2 will be released officially in November by Acclaim and should cost around £34.99.

paul's comment



The dodgy sprite design and grotty colours provide Predator 2 with the visual appeal of a Master System game, but thankfully the gameplay isn't quite so bad. This consists of out-and-out death and destruction much like Smash TV's, so it's at least fun in that respect. Unfortunately (also like Smash TV) Predator 2 is marred by a ropey control method which makes it difficult to turn and fire accurately before you're overrun by crowds of chainsaw-wielding drug peddlers. Though this makes the game slightly frustrating it doesn't make it all that difficult to finish, thanks to the password system. It'd take a good player to go right through the game from start to finish in one go, but I suspect most will be unable to resist using the codes and finishing the game in less than a day. All in all this isn't a bad game, but considering the potential of the story and the characters, it's not very impressive, and it's not a game I'll be coming back to.

● THANKS!

Thanks to Shekhana Console (071 631 4627) for lending us the cartridge used for this review.

GAME TITLE PREDATOR 2

REFLEXES

STRATEGY



CHALLENGE

THOUGHT

○ % RATING

PRESENTATION



80

Plenty of digitised static interval screens, but annoying password access system and complete lack of end game screens.

GRAPHICS



65

Simplistic 8-bit quality backdrops and lethargic enemy sprites straight out of a zombie movie.

SOUND



79

Somewhat repetitive, but nonetheless decent tunes and some fairly good spot effects.

SHORT TEAM PLAY



85

The blasting action makes it quite fun for a while and there's a fairly strong urge to get to the end of the game...

LONG TERM PLAY



54

...but it won't take you very long to get there and you won't have to re-live this nightmare again in a hurry.

MEGATECH RATING



63

A potentially good blaster that's fun for awhile, but you wouldn't want to pay big money for it.

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**FORMAT: CART
M-BITS: 4**

BY: DATA EAST

PRICE: IMPORT

PLAYERS: 1-2

GAME TYPE: SPORT

CONTINUES: N/A

SKILL SETTINGS: 1

It's time to chalk up your cue, rack up the balls and take to felt in

Side Pocket, the Megadrive's first outing into the world of pocket billiards courtesy of Data East. Pocket billiards you say, what's that? Well in a purely technical sense it's an indoor sport in which nine compressed plastic composition balls set on a felt-covered, rectangular table are struck by the rubber cushioned end of a long tapering stick known in French as the 'billiard'. Hence the name. What does all this mean to you and me? It means loads of Pot Black-esque action in America's number one billiard game, that's what. Forget pool, forget snooker, this is the game that separates the ball breakers from the felt scrapers. So, stroke that cue ball and let's roll!

SIDE P

CHALKING UP

Upon entering the smoke-filled, dimly-lit world of billiards, you'll find yourself greeted by a variety of different games to choose from. Well four in fact.

Here's the selection.

ONE PLAYER POCKET GAME

Not as dubious as it sounds, this one. In the role of a travelling hustler, it's up to the player to negotiate five different city stages of pocket billiards action. Only by accumulating a certain amount of points on each game can the player progress to the next city. Apart from earning the standard points by potting the balls, you can earn bonuses by potting as many balls in a row as possible and by potting them in numerical order.

TWO PLAYER POCKET GAME

Take your basic one player pocket game, throw in an opponent and this is what you get. However, there's no need to acquire points to progress to the next level. This is just five levels of head-to-head billiards action with the player possessing the most points in the final analysis emerging triumphant.

TWO PLAYER NINE BALL

As the name suggests, there are nine balls on the table. However, to win the game all a player has to do is pot the 9-ball. This would be simple, except that although any



▲ SHE CAN PLAY A POCKET GAME WITH US ANYTIME! PWOAR! ETC....



▲ CRIPES! HOW ARE YOU GOING TO HIT THAT BALL FROM THERE!

ball can be potted with each shot, the cue ball must hit the lowest numbered ball on the table first. If any other ball is hit first it is considered a foul. Three fouls by one player and he's disqualified.

TRICK SHOT

More of a puzzle game than a sports simulation. There are 19 different trick shot set-ups to master. If you've ever watched the never-loved Jim Davidson's Lucky Break you'll know just what sort of fun you can have here. Naturally, in each of the trick shots your aim is to pot all of the balls on the table in one shot. This is made all the more difficult by the inclusion of wine glasses as obstacles.

tom's comment



To be honest, I couldn't really see the point of a Megadrive billiards game to start with. After all, surely it couldn't be as fun as playing the game for real, nor could it have the visual appeal of, say, a foosle or golf sim, but I was wrong. Side Pocket is an entertaining and challenging game which has enough different play options to keep you at it for a long while. The one player game is certainly good fun, and the two player options add an excellent head-to-head challenge. You get such a buzz pulling off an 'jammy' pot in front of your opponent. In fact, it's a shame that there isn't a replay facility to allow you to view your moment of triumph over again. The icing on the cake is the Trick Shot game. Not only will this last you a long time (if you don't use the tips in this issue), but you'll be amazed at some of the incredible shots that can be performed. Altogether, a refreshingly different type of game that certainly warrants consideration.

CKET

PARLEZ VOUS ANGLAIS?



Hitting the cue ball in different spots is known as using 'English'. By incorporating a dash of English into each shot you should be able to perform such stunts as spinning the ball backwards or forwards after contact with a coloured ball, curving the cue ball and even firing the cue ball into the air.

▲ IT'S THAT TRICK SHOT AGAIN. IT LOOKED IMPOSSIBLE BUT PLENTY OF SPIN GETS YOU THE REQUIRED RESULT.

MAGIC POCKETS

In both the Pockets and Nine Ball games there are also a number of more arcade game style features incorporated into the matches, such as bonus stars and swirling 'zones' that appear over certain pockets. Those yield extra bonus points and sometimes even allow access to secret bonus trick shot levels.



▲ THE STRANGE WARPY BITS SPEED UP THE BALL.



▲ THE LINE OF CIRCLES SHOWS THE PATH OF THE CUE BALL.



paul's comment



This isn't like any Pool-type game I've ever played or even watched, but I was surprised to find it quite enjoyable. The simple rules, the fine ball movement and control, the bonus games, the 'balls=lives' bit and the business about progressing from city to city result in a good video game interpretation of this sort of pastime. I suspect major league Snooker fans would find this a bit too simplistic for their taste, but less skilled punters should find the different game options keep them occupied long enough to get their money's worth. It's certainly a good stop-gap for anyone waiting for Virgin's 3D snooker game which is coming out next year.

GAME TITLE SIDE POCKET

REFLEXES

STRATEGY



CHALLENGE

THOUGHT

RATING

PRESENTATION



82

A variety of different play options, a jukebox and some smart interval screens.

GRAPHICS



85

Clear, colourful, well-defined graphics and realistic movement of the balls.

SOUND



70

Excellent sound effects but annoying supermarket jazz plays in the background.

SHORT TERM PLAY



85

An easy game to get into, with a simple, yet effective control method.

LONG TERM PLAY



83

The two player and trick shot option will keep you at it, as will improving your scores.

MEGATECH RATING



83

A refreshing change to the normal Megatech fare and a damn good game in it's own right.



REVIEW



**FORMAT: CART
M-BITS: 4**

BY: ELECTRONIC ARTS

PRICE: £39.99

PLAYERS: 1-2

GAME TYPE: SPORTS

CONTINUES: PASSWORD

SKILL SETTINGS: N/A

Slam, dunk, dribble. No, these are not descriptions of a sloppy eater washing down a donut with a hot mug of joe, but in fact technical lingo from America's number one indoor sport, basketball. That famous bouncing ball game for tall people, basketball is bigger now than it's ever been. Training shoes are named after it's finest stars and, more importantly, Megadrive games are based on it.

Yes, it's basketball time on the Megadrive again, courtesy of who else but Electronic Arts. This time all the greatest talents in the whole of the Land of the Free have been pulled together for all your basketball needs. So, wherever balls need basketing, it's definitely a job for Team USA.

Featuring all the American greats like Magic Johnson, Larry Bird and Michael Jordan all in one neat package, this is the most awesome super team since... since the X-men! Who can possibly stand in their way? Well, the whole world, as a matter of fact, because teams from all over the globe have picked up the gauntlet. At the end of the day, who will be greatest basketball team on Earth!

TEAM USA B

WORLD CLIQUE



▲ HE SHOOTS, HE SCORES!

Like most basketball sims, Team USA features all the important aspects of the game. All the rules are there, as well as the fouls for such crimes as double dribbling, stoking the ball and backcourt violation. On top of this, there are the free throws and the handy ability to fake shots. Regular features like the players turning out, the option of varying the length of each game and full game statistics are available, as standard.

There is also a world league championship option, which allows you to pit the team of your choice against another person using the same teams, from which the top two choices are either Team USA or the specially customised World Team which consists of the finest players in all of the world working together for the good of basketball everywhere.

HAVEN'T I SEEN YOU SOMEWHERE BEFORE?



▲ HE LEAPS, HE DUNKS, HE SCORES!

Having all the top basketball stars in Team USA is more than just having the use of their names. The player sprites have been drawn to closely resemble their real-life counterparts. For instance, Michael Jordan is instantly recognisable, as is Larry Bird. This visual characterisation allows you to pass the ball to the exact player that you want to take a shot with.

And there's more, all the players on Team USA and at least one player on every other team has an individual signature move that only they can do. This means that players like Larry Bird can perform his 'Spinning Jump Shot', Dwyck has his 'Double Pump Two-Hand Slam', Dick can use the technically named 'Olajuwon 360' and Stockton has the 'Isiah Spin' at his disposal. Is this basketball or Streetfighter 2?

tom's comment



What's going on? First we get Lakers vs Celtics, then comes the partially improved Bulls vs Lakers and now, this. How many times can a game be marketed under different packaging? Sure, Team USA is a good game, but only in exactly the same way that Bulls vs Lakers is. The graphics are near enough identical and any differences aren't improvements, just variations. The same goes for sound and gameplay. The world information intros provide the atmosphere of an international championship, and the new US Team signature moves are a smart addition but they could hardly be considered as major enhancements on the previous game. If they really wanted to improve on Bulls vs Lakers why didn't they try upping the speed of the game? There are too many basketball games on the Megadrive already and the last thing British players need is three near-identical games of the same not-outstandingly-popular-in-this-country sport. If you're looking for a good basketball game, then this is definitely a sound choice, but only if you don't have any of it's predecessors. Oh and I STILL prefer Dave Robinson's, for the sheer speed of its action.

BASKETBALL

SPOT THE DIFFERENCE



▲ TEAM USA OR IS IT?



▲ BULLS VS LAKERS OR IS IT?

Unless you're blind or simply haven't seen the game before, you couldn't have failed to notice that Team USA looks almost identical to EA's Bulls vs Lakers, which we reviewed last month. So, what's going on here, then?

Apparently Team USA is a limited edition release to celebrate the hundredth anniversary of the sport. Team USA is allegedly the most talented team in basketball history, comprised of the cream of the National Basketball Association's players and you have to take them to the Barcelona Olympics.

There are slight differences in play between Team USA and Bulls vs Lakers due mainly to the variations in rules laid down by the NBA and the Federal International Basketball Association. For a start the game is now split into halves instead of quarters and the goal key is a trapezium instead of a rectangle. On top of all this, the three point line is only (only!) 20' 6" from the hoop. Apart from these minor variations though, Team USA IS Bulls vs Lakers, both graphically and gameplay wise.

THE GLOBAL VILLAGE

To help provide an international flavour the programmers have decided to take this opportunity to educate us with a database of gazetteer-type information.

After selecting your team from the world map, the host for the games, Ron Barr subjects you to a series of pictures and facts relating to your choice of nation. Did you know that Australia is the smallest continent and, at the same time, the sixth largest country? See—it's educational.



▲ NO SHOOTING OR SCORING HERE. THIS IS A MAP OF THE WORLD.

This is getting a bit out of hand isn't it! Surely there are better projects for Electronic Arts' undoubtedly very talented programmers than a near-identical sequel to Bulls vs Lakers (which is only a couple of months old anyway)! I'm not denying that Team USA is an excellent sports simulation, nor am I telling you not to buy it, but after seeing it I'm concerned that a software house that has taken Megadrive games so far is going to end up churning out updates on old titles instead of concentrating on new product. The new features in Team USA are good but superficial, so there's really not much between this and Bulls vs Lakers. Still, if you don't have a basketball simulation already, or you want to exclusively play Olympic rules basketball, you won't go wrong buying this. I can't help but think, though, that the market for a Megadrive basketball game in this country must be minuscule compared to that for a good Megadrive soccer game, so why not get to work on one of those, EA!

paul's comment



GAME TITLE TEAM USA BASKETBALL

REFLEXES

STRATEGY



CHALLENGE

THOUGHT

RATING

PRESENTATION



94 Plenty of options, statistics screens and smart presentation screens.

GRAPHICS



85 Smartly drawn, well animated sprites and a basketball court for the backdrop.

SOUND



86 Good tunes including loads of national anthems and some topper spot effects.

SHORT TERM PLAY



75 Plenty to do, but basketball isn't the kind of game you'll lose sleep over.

LONG TERM PLAY



83 This is one that you'll definitely come back to and the two player mode is always fun.

MEGATECH RATING



80 An enjoyable basketball game which is as good as Bulls vs Lakers.

REVIEW



FORMAT: CART
M-BITS: 6

BY: SEGA

PRICE: £39.99

PLAYERS: 1-2

GAME TYPE: SPORTS

CONTINUES: PASSWORD

SKILL SETTINGS: 3

Just pipping John Madden '93 to the release post is Sega's hat-trick in the Joe Montana American football game series. The originally titled Joe Montana 3 isn't so much a completely new game, rather a mix of the first two with a few added extras.

Naturally all the NFL teams are included, plus screenfuls of statistics between quarters. There are also overtones from the previous two games, with the inclusion of the vertical view mode from the first game and horizontal one from the second. Also like the previous game, Montana 3 talks to you. There's a running commentary throughout, informing you of scores, time remaining and telling you just what is happening on the pitch. The Sega Vision zoom-in feature has also been retained. This gives a close up of the action when a player receives the ball, so you don't miss any of the bone-crunching tackles that ensue.

JOE MONTANA 3

TRICKS 'N TACTICS



▲ HOI MATE, ARE YOU LOOKING AT MY PINT!

Whether you're on field or on the bench it's your job to call the play. The type of play that can be chosen depends on the formation of your team.



▲ INSTINCTIVELY, THE CURIOUS APES CROWD AROUND THE LEATHER EGG



▲ GOOF, I THINK I'VE LANDED ON MY KEYS!

Offensive line

This is an all-out go-for-their-throats attack formation. All your big guns form a straight line in front of the defence and when the ball is snapped they charge. The aim is for the quarterback to hand the ball off to one of the running backs, while the large forwards attempt to break a hole in the defensive line for him to run through.

Running plays are best for covering short distances. Passing when you're within five yards of the opposition's goal line is risky, so use your running backs to dive through the defence.





MONTANA 3

Left and right lines

These formations are geared more towards passing. The wide receivers take up positions at the sides and the large guards are brought on to protect the quarterback. When the ball is snapped the quarterback usually attempts to hold onto the ball as long as possible before passing to let the receivers cover plenty of ground.

This is the best way to pick up plenty of yards, but it also has risks. Completing a long pass is tricky and there's always the threat of a defender intercepting the ball then making a dash towards your goal-line.



▲ THE OFFENSIVE TEAM LINE UP FOR THE SNAP...



▲ DROPPING BACK, THE QB BIDES HIS TIME...AND PASSES!

Defence



There are plenty of defensive formations and the key is to work out what your opponent is doing then choose the best play to counter theirs. Choosing an incorrect defence can cost dear. A running defence against a passing play will usually result in plenty of yardage for your opponent.

Your arsenal also consists of two special defence teams. These are used to return kicks and block goals. On a punt return it's usually advisable to select a play that floods one side of the field, which will offer the runner the most protection.

► POINTS OF VIEW

Montana 3 allows you to view the action in three different ways, vertical, where the action goes up the screen, horizontal where it's viewed across and blimp which is a miles-overhead view of the proceedings.



▲ I'M SORRY BOSS, I CAN'T DO IT. I THINK I'M CONSTIPATED.

Vertical

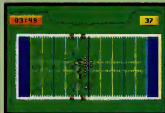
This is the view-point Joe Montana the 1st was played in. The action is viewed either from behind the defence or offence.



Horizontal

Introduced for Montana 2, this mode also had the advantage of Sega Vision. This is the best to play in as it allows you to see the maximum amount of pitch plus and the players.

▲ SEGA VISION IMINENT



Blimp

New to Montana 3, the Blimp mode takes an aerial view of the pitch. The players are represented by little blobs and the ball is more of a large yellow spat. Only really good for monitoring tactics in coach mode.

▲ A BLIMP'S EYE VIEW

mark's comment



I don't really want to harp on about originality and that, but I'm going to anyway. All Sega have done is combine the first two games and add some insignificant extras. Even the speech is unchanged from the previous game. I'm not entirely sure, but I estimate the speech must take up three or four of the six megabits of memory on the cartridge, which doesn't leave much room for the game. Personally, as nice as it is, I'd willingly do without the speech if it meant the game was going to be better. All in all this game is a little pointless. There's no reason to even begin to speculate about buying this if you own Montana 2 as you won't be getting 240's worth of new features. I'm going to stick to the Madden games, because apart from the speed they beat the Montana series hands-down in every category.

REVIEW



SEGA-VISION




▲ I WANT MORE, TAKE ME IN CLOSER...

▲ AS YOU WISH, O MEKON

Like Joe Montana 2, this updated game uses Sega Vision. This is a fancy name for close-ups which occur when a player comes into possession of the ball. Because this system was employed in the previous game, which was only horizontally scrolling, it comes a cropper in vertical mode because the player's run through a much smaller area of screen and once magnified it's difficult to see what's coming next.

COACH TRIP

PASSING STATS



COMP / ATTS :	4 / 5	1 / 2
COMPLETION PCT :	12	0
INTERCEPTIONS :	0	1
LONGEST PASS :	31	18
FIRST DOWNS :	3	1
GROSS YARDS :	56	18
SACKS / YARDS LOST :	1 / 9	0 / 0
NET PASSING YARDS :	47	18
	TOTAL	

▲ THESE STATS ARE MORE THAN JUST A PASSING INTEREST

If manipulating dozens of large men in tight shorts isn't your sort thing, you can sit back and take the rather sedate role of coach. In this position the computer control the players while you determine plays and tactics

WHO SAID THAT?

Undoubtedly the most impressive feature of this game is the speech. A running commentary plays throughout, offering phrases like 'and he's sacked on the 25 yard line'. There are well over 150 different samples which are strung together to produce the sentences. It certainly adds atmosphere, although it can be switched off if it becomes irritating.



tom's comment

So now we have Joe Montana 3 and next month, John Madden '93. There's a pattern here, if I could just work it out. Well anyway, unless I'm missing something, this is Joe Montana 2 with a couple, and only a couple, of extra features. Exciting novelties such as viewing the pitch from a blimp or having a vertically scrolling playfield just aren't enough to justify this reshaped game. It seems to be becoming a bit of a trend for Megadrive games to get the remix treatment and to be honest I'm getting a bit fed up with it. All the features that made Joe Montana 2 so appealing are still there, the speech, the action zoom, but even with those features the John Madden games are that little bit more playable. If you haven't got this game's predecessor and want to impress your mates with the speech, then definitely go for this, but if I were you, I'd wait for John Madden '93 or maybe just go for John Madden '92.

GAME TITLE JOE MONTANA 3

REFLEXES STRATEGY



CHALLENGE THOUGHT

0 Z RATING

PRESENTATION



88

Different view points, plenty of stats and loads of options.

GRAPHICS



86

Blimp mode is very sad, but the Sega Vision sprites are nice and large.

SOUND



93

It talks! The spoken commentary is the best feature of the game.

SHORT TERM PLAY



82

The talk and Sega Vision effects make the game interesting to begin with.

LONG TERM PLAY



72

The playability hasn't changed from the last game and it soon becomes dull.

0 MEGATECH RATING



78

Novel but ultimately still not as playable as John Madden '92.

In the beginning
there was Void



FORMAT: CART
M-BITS: 4

BY: ARENA

PRICE: IMPORT

PLAYERS: 1-2

GAME TYPE: SPORT

CONTINUES: N/A

SKILL SETTINGS: 3

REVIEW

Prepare for touchdown, because it's time to take to the gridiron in the latest

American Football game to blitz its way onto the Megadrive. Converted from the Midway coin-op of the same name, Super High Impact concentrates less on realism and strategy and more on speed, action and sheer, unadulterated violence.

There's certainly plenty going on, including turbo-charged runs, fights, the Hit-o-meter and if you're real lucky, a bit of football, as well. With 18 teams and 30 crazily-named plays, this game threatens to throw John Madden '92 off the American Football throne with its simple, violent, arcade style of entertainment.

So let bones splinter, blood spurt and bodies fly as you blast a red carpet all the way to the end zone. This time, it's war.

SUPER HIGH IMPACT



▲ AND THE MANAGER GOES WILD! BEWARE OF HEAVY TACKLES WHICH CAN LEAVE YOUR PLAYERS NAKED! (HESIT, RIGHT)

AMERICAN FOOTIE, WHAT'S THAT?

If you're not up on American football, here's a brief run down of the rules. The team with possession of the ball has four chances or downs to advance ten yards down the pitch. If successful they're given another four downs. Fail to produce the goods and possession is given to the opposing team. Whenever the ball touches the ground, play stops and the next down is taken from that point.

Scoring is achieved either by running or passing the ball over the opposition's goal line (this is called a touchdown and is worth 6 points), or by booting the ball through the goalposts (worth three points). Make a touchdown and the offensive team is given the chance to make an extra point by taking a conversion shot at the goal. The result of this attack and defend style of play produces a game that is highly strategic and at the same time very physical, with in this case, emphasis definitely on the physical. ●

Tom's comment



On first impressions this game really does seem quite good. There's a sort of wacky madness about it that really works. It's very easy to get into and absolutely hilarious to play. There are so many neat presentation touches like your manager screaming when you lose possession or the players groaning about their knees, when injured, that it really is entertaining... for the first fifteen minutes. Once the little jokes have done their job it all becomes a tad bland. The extremely limited gameplay, which consists mainly of multiple button tapping prevents any skill or edge being developed. There's no sense of achievement when a touchdown is scored, as there is in John Madden. Visually and sonically it's all very pretty and your friends will love it for a short muck around, but if you're looking for a serious American Football game with plenty of depth, then you'll want to leave this one well alone. As the commentator says when you miss the conversion, "No Good!"

IMPACT FOOTBALL



GAME TITLE SUPER HIGH IMPACT FOOTBALL



● COMING OUT TO PLAY?



In Super High Impact you get a choice of 13 offensive and 15 defensive plays as well as the usual punt and field goal options. However, these plays must be unique amongst the footballing fraternity with such bizarrely named choices as Yer' Toast and Yo' Mama. Is the offensive play getting too hot? Try using Cold, or better still, Colder. For the really dope players, there's always Superfly and Dick Dastardly's favourites would probably be Blast and Double Blast. Hey, getting peckish? Why not tuck into a Quarterback Feast. Real meaty!

◀ THE SELECTION OF MOVES IS PRETTY SMALL, ALAS.

● FIGHT! FIGHT!



A feature unique to Super High Impact as far as American Football games go is the all-out team brawl. Should you rub

some of the opposing players up the wrong way, then it's fight time. This consists of rapping the fire buttons as fast as you can in a crazed attempt to top your battle meter before your opponent. Meanwhile all the players on the field break into a wild frenzy of fistcuffs. There's even a fight update on the statistics screen.



● TEST YOUR STRENGTH!

During each down the player under your control is able to perform a short-lived turbo-charged run. This nitro-powered speed blast allows your player to plough through the opposition occasionally blasting their clothes off and leaving them lying on the floor in their Y-fronts. However, use it for a tackle and it's just possible that you'll be greeted by the Hit-o-meter. This energy bar strongly resembles one of those old devices from Blue Peter that used to inform us of how many bottle tops they had collected, only this one measures the power of a tackle like one of those old Test Your Strength fairground attractions. Accompanied by a sad Wolfman Jack-style DJ, this meter has a range which goes from Granny to Wicked. Achieve Awesome though, and the DJ will punch the TV screen, shattering the glass.



paup's comment



If you're not a major league grid-iron fan, I suppose the good thing about Super High Impact is that the bells and whistles and the simplified gameplay make it a much less intimidating game than John Madden '92. The graphics and speech effects add an extra element of fun, but the game really lacks anything that would keep a fan of the sport playing for more than ten minutes; the selection of plays is much more limited than in other American Football games and there's no league system to keep you coming back. Not surprising, I suppose, considering this is a coin-op conversion and these aren't the sort of features arcade programmers include in their games, but it would have been nice to see them in a version which the punter is paying more than 30p for, and expects to play for more than ten minutes. If you're after authenticity and a long-term challenge try one of the more recent John Madden or Joe Montana games.

○ RATING

PRESENTATION



93 Very polished with loads of in-game screens and plenty of little on-screen gags.

GRAPHICS



87 Smart looking sprites and some amusing animated sequences.

SOUND



89 Nice tunes, cranky arcade-style spot effects and loads of slightly muffled speech.

SHORT TERM PLAY



85 An instant laugh and the simple controls make it easy to get into.

LONG TERM PLAY



45 It's also very easy to master and just too shallow to play for any great length of time.

MEGATECH RATING



62 A entertaining arcade conversion that lacks the depth of play that is required of a console American Football game.

REVIEW



**FORMAT: CART
M-BITS: 4**

BY: RENEGADE/MINDSCAPE

PRICE: IMPORT

PLAYERS: 1

GAME TYPE: PLATFORM

CONTINUES: PASSWORD

SKILL SETTINGS: 1

REVIEW

So, what do you do when your Greek city has been taken over by the demonic hordes of hell? Well, obviously running away instantly springs to mind, and this cowardly course of action has been taken by every single inhabitant of the city. This gives Satan's minions access to the city's greatest treasures, boosting their already considerable might. It would take a complete fool to take his chances in the city again... a total imbecile devoid of common-sense, or a mighty hero, feared and renowned for being completely hard!

As you might suspect, you are that hero/imbecile, charged with the task of entering the remains of the city and administering ballif-style tactics in order to remove the foul creatures from their abodes. This involves stomping through the eight-way scrolling cityscape, dealing out death and destruction to the legions of enemy sprites out to get you. Your job is to destroy the four main bastion of evils, each conveniently located at the end of each world. Getting there is the most difficult task. The city has been booby trapped by the maniacal creatures and actually progressing further involves solving many brain-bending puzzles.

GODS



A DWARF ABUSE IN ITS MOST HEIDEOUS FORM. STILL, HE IS ONE OF THE DEMONIC HORDES, SO YOU CAN THROW FIREBALLS AND KNIVES AT HIM WITHOUT FEELING GUILTY.

WEAPON STRENGTHS

All manner of weapons are available in Gods, from daggers to missiles and magical axes! The strength of the weapon is measured by its power rating. The initial daggers you get are only power one, and only really work well against the enemies level one presents you with. Magical potions are available to boost the power rating of your weapon, but you're better off investing in more powerful weapons, like macos and long-range spears. As you might imagine, these are extremely useful against the bosses or the creatures that reside in the later levels.



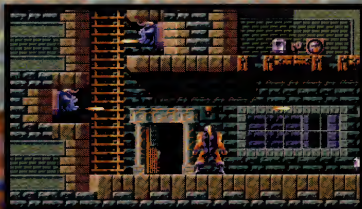
At first I wasn't as impressed with Gods as I had hoped to be. I'd played the Amiga version a bit and this seemed to offer little that was new apart from extra speed. However, once I played the game for a short while, I soon found it to be a highly compelling platform game, with just the right mixture of reaction-testing arcade blasting and puzzling elements. I liked the way that there's more to each level than just one simple route through. There are hidden switches to experiment with, bonuses to locate and even different routes through some of the later levels. All of this adds to the already considerable long term play potential. There are 12 levels, which start off quite short, but grow to massive proportions by the time you reach the fourth world. The graphics and sound are both excellent (though the level one music really got on my nerves). My only major gripe with Gods is the control method. Sometimes, walking onto a ladder without falling down to your inevitable death is very tricky—especially with the bog standard Megadrive joypad. Otherwise, Gods is an excellent game, well worth investing in for hours of fun-packed play.



Gods is laden with secret bonuses that can either increase your score or your life meter. These are given out regularly during the game depending on how well you play it. For example, if manage to complete a particularly tricky section of the game at top speed, you're awarded with a speed bonus. There are also extra puzzles added in that you do not have to complete to finish the level. If you do though, you are endowed with bonuses, or even a short cut! For example, try pulling the levers on the first level more than once to reveal a room that bypasses half of the level.



IT'S THE HIDDEN JAR WHICH EARNS A BONUS ON LEVEL ONE! CAN YOU FIND IT?



MAGIC JAR IN MEGADROME IS HIDDEN AWAY TO FIND! YOU CAN ONLY GET IT ONCE!

Each level of the game introduces more perplexing puzzles to tax the little grey cells and help to add variety to the blasting action. Level one's puzzle is a simple matter of getting hold of a pot and replacing it in the store-room. A key is then revealed that unlocks the way to the level exit! However, the more cunning among you may notice that there is more than one pot in the level. Replace both of them for a special bonus!



Paul's comment



The Megadrive has plenty of games like this, but there aren't many that have the depth of Gods. Whereas normally all you get to do is find your way around a maze of levels and shoot bad guys, in Gods you actually get puzzles to solve, secret doors to find and vast networks to explore, it's this factor that lifts the gameplay above that of the standard Megadrive platform adventure. Even better, this hasn't limited the game's destructive element, and there's a real joy to be had from collecting all the weapons and being able to let rip with them all simultaneously. The fly in the ointment is the control method which I found resulted in the occasional annoying death. There's the ladder problem which Tom has mentioned, and I found the 'pick up item' controls are a bit finicky too; they interfere with the shooting controls to the effect that you can't duck below enemy shots and fire your weapons. That's a shame because it mars what is, for the most part, a terrific game.



MUSICAL DELIGHTS

The music in *Gods* has been specially composed by none other than John Foxx of Nation 12! You probably haven't heard of this band before, but Mr Foxx himself is something of an esteemed personage in the record business. Along with Midge Ure, he was a member of chart-topping group, Ultravox! Bizarre oh! Funnily enough, the entire back catalogue of Ultravox LPs have just been re-released on CD, but whatever happened to Nation 12?

YE OLDE SHOPPE



▲ "CAN I HAVE A QUARTER OF MAGIC AXES PLEASE?"

At the end of every level, you are tempted to gamble away the cash you have earned during the level by summoning the trader. This strange being has the talent of appearing before your eyes, and has all manner of amazing goods stored in his sack. Just about every kind of weapon is available for you to buy, along with shield icons, devastating "smart" weapons, homing missiles and even potions to increase weapon power ratings! If your energy level is looking a bit too low, you're able to buy food or power-up potions to return you to full health.

THE GUARDIANS



▲ A MONSTROUS KNIGHT FROM HELL YESTERDAY.

Four demonic bosses await your destructive attention in *Gods*. The first boss is an undead centurion type, endowed with a massive sword whose touch means death! Later bosses include an enormous fire-breathing dragon and a rampaging minotaur!



▲ A FLOCK OF HARPIES YESTERDAY.



▲ A RAMPAGING MINOTAUR WITH A CRAVING FOR YOUNG FLESH YESTERDAY.

WHY NO OFFICIAL RELEASE?

Strangely enough (considering it was programmed by the famed Bitmap Brothers here in Britain) you won't be able to get hold of *Gods* officially because Sega Europe have decreed that *Gods* doesn't meet with their quality control standards. Could this be the same company that released *Super Hydride* and *Turbo Out Run*? What is going on?

GAME TITLE

GODS

REFLEXES

STRATEGY



CHALLENGE

THOUGHT

RATING

PRESENTATION



80

Fine presentation screens and a fair range of options. The controls are a bit ropey though.

GRAPHICS



91

A brilliant range of well-animated sprites and some highly detailed, atmospheric backdrops.

SOUND



88

A brilliant range of tunes and some stunning sound effects.

SHORT TERM PLAY



89

The urge to get through the initial levels is very strong, the gameplay very compelling indeed.

LONG TERM PLAY



88

Massive levels to wade through and secret rooms and bonuses to uncover as well.

MEGATECH RATING



89

An excellent example of the arcade/adventure genre, well worth buying.



MEGASELL

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 POSTCODE.....
 TELEPHONE NUMBER.....

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I will pay up to £20 for good condition newer titles please send lists 13 Burnville Lane, Birmingham B30 2JY tel 021 4597576.

SWAP

UK Megatech to swap castle of Illusion, Fantasia, John Madden 92, Toe Jam and Earl, Super Hang On, Pacmania, Streets of Rage, Space Harrier 2, Phantasy Star 3: must be official games and in good condition phone Matt 0272 686461.

I have Strider, F-22, Revenge of Shinobi, Hellfire and Crackdown. I'm looking for Road Rash, Immortal, Rambo 3, Populous, Alien storm or Alisa Dragon phone 0534 35037 after 6pm may be interested in other games ask for Stephen.

Wanted: Desert Strike, will swap either Eswat, Ringside Angel or Ghostbusters, also wanted: Alisa Dragon and Kid Chameleon will swap for my Castle of Illusion or John Madden American Football or offers phone Jonathan 0325 481314 (Durham).

Will swap my Revenge of Shinobi, Arcus Odyssey or Sonic for F1-Grand Prix. Phone Andrew on (0428) 683577 after 4pm.

I will swap either Strider or Desert Strike or both for any of the following: Alter Burner II, Tazmania, PGA Tour Golf, Batman or Krusty's Fun House phone evenings Andy 0785 48638.

I need PGA Golf Tour! I'll swap for any two of these: Rambo III, Mercs (ap), Robocod, Blockout & Spiderman Phone (0223) 242307 after 6.30pm.

I have Immortal, Moonwalker, Robocod, (Altered Beast and Strider for one game) swap for Spiderman, Blockout, Mickey Mouse, Revenge of Shinobi, Populous, Hellfire or any decent game ring Simon on 0883 744956.

I have Altered Beast, Joe Montana 2 and Road Rash to swap for PGA, Tazmania, Super Monaco 2, Mickey

Mouse, Mario Lemieux. Also I want issue 1 of Megatech-will swap for Altered Beast. Phone Paul on 0724 581339.

Swap my Immortal for Desert Strike, Populous for F-22, Interception Klax for Columns, Streets of Rage for Toe Jam & Earl or PGA Golf and in top condition with instructions like all mine are Phone Har 0992 56075.

Megadrive games & Mags for sale and swap Mean Machines 13-24, Pro I-B, MegaTech 1-9, Force 1-9, Power 21-34 offers games include Chuck Rock, Terminator, Tazmania, Monaco II, Road Blasters, Off Road, Wani Wani World, F1 Grand Prix, The Duel & more phone 0484 544165 ask for Barry.

Swap issue two MegaTech plus Ghostbusters no instructions for Desert Strike write to tin, 1b Alamy Road, Ramsgate, Kent CT12 4BB.

I will swap F22 and Crackdown together for Rev of Shinobi, Ghouls & Ghosts or Spiderman Phone Stephen 0334 35037 after 6pm.

Megadrive games for swap Hardball, After Burner 2, Super Thunder Blade will consider anything 0255 425138 Chris.

FOR SALE

Megadrive £80 Sonic, JMF 92, Mickey Mouse, EA Hockey, Shining in the Darkness, Wrestle War, Streets of Rage, PGA £20 each or all for £230 Phone Joe on 081-680-3059.

The Duel-Test Drive II £25, F22 Interceptor £25 both with instructions and good condition tel 0225 338587.

Amstrad CPC 6128 with monitor, 100 games, 2 joystick, cassette interface lead Bargain at £120 tel (091) 415 0339 after 5pm.

Master System 2 control pads 5 games which include Psycho Fox and Gauntlet worth £225 selling for £85 phone (0275) 837037.

MegaTech issues 3-9 £30 or will swap for Test Drive II or Corporation. Will cover postage. Phone 03465

2160 no spilt.

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Megadrive, 3 joy pads, sonic, Desert Strike, Revenge of Shinobi, Altered Beast, Wonderboy 3 EA Hockey, Mickey Mouse, Castle of Illusion, Eswat, M1 Abrams Battle Tank, Phelios cost around £500 quick sale wanted £200 complete boxed tel Torquay 0803 531261.

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For sale issues 1-4 of MegaTech £15 or £4.50 each ring Dale 0908 37837 or swap for EA Hockey.

Large selection of Megadrive and Master System games for sale list also available please ring 081 677 3967 ask for Rodney.

Megadrive Jap for sale with Golden Axe, Golden Axe II, Centurion, Two Cruel Dudes.

Dynamate Duke, Eswat, Last Battle, Alex Kidd, Ghouls n Ghosts, Forgotten Worlds, The Super Shinobi boxed as new with joystick and chimeras 3 joystick

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MEGASELL



**FORMAT: CART
M-BITS: 4**

BY: WAS

PRICE: IMPORT

PLAYERS: 1

GAME TYPE: SHOOT 'EM UP

CONTINUES: 3 PER LEVEL

SKILL SETTINGS: 3

REVIEW

Possibly the greatest wizard in the Miracle Kingdom is hindered by two rather severe setbacks. Firstly, she's only a wickle baby girl and can't actually by law go out and fight evil full-time until she's passed her GCSEs. Secondly, her name is Twinkle.

However, given her powers to shoot beams of energy from her fingertips at will it's most unlikely that she gets much stick about that last one (well, not people who wish to live that is). It's fortunate then that the four keepers of the four ultra-powerful Gems of Power were kidnapped by the arch-fiend Beronko in the summer holidays, leaving Twinkle free to get out of the house and get them back. Especially as whoever possesses all four of the gems is a dead cert for Most Powerful Wizard Ever.

Now Twinkle must venture forth into the outside world and slay the demonic masses which stand between her and the four Gem Keepers, one of whom is held in each of Beronko's four towers. Should she fail, the Miracle Kingdom will no doubt be laid waste by Beronko.

TWINKLE

TWINKLE TRAVELS



▲ KNIGHT, KNIGHT, LITTLE TWINKLE!

Whilst Twinkle Tale is essentially a shoot 'em up, the format is a little more inventive than the standard up-screen scroller. The screen in fact scrolls in eight directions to follow Twinkle around tiny rock paths, through maze-like castle dungeons and even around the depths of hell! This gives Twinkle Tale a bit of an adventurous feel, although the emphasis is still very much on the killing (not real killing, of course).



▲ TAKE THAT, WINGED ONE!



▲ MORE WINGED ONES HEY! WELL, TAKE THAT!

Paul's comment



This game must have the most off-putting premise going—a shoot 'em up called Twinkle Tale with a cutesy main character searching for some magic jewels. However, my worst suspicions turned out to be unfounded and Twinkle Tale is actually a fine game. The graphics are immediately impressive, with quite large sprites, loads of detail, great backgrounds and a really good use of colour. The sound carries the atmosphere well with hosts of different tunes and a multitude of great effects. Twinkle Tale is equally impressive in the playability department too. Twinkle is fast and responsive, which is just as well with the amount of dodging and blasting to be done. The choice of weapons works better than a standard one-at-a-time power-up and lends a more strategic bent to certain sections. Twinkle Tale's coup de grace is its difficulty level. Balanced to let you get a little bit further with every go the single life and strict continue control, together with the general toughness of the action itself, should keep most gamers struggling for yonks. Although Twinkle Tale lacks that little something that makes a game a classic, it should still find a place in every Megadrive owner's collection.

LE TALE



GAME TITLE TWINKLE TALE

REFLEXES

STRATEGY



CHALLENGE

THOUGHT

USE YOUR MAGIC FINGERS TO MAKE YOUR WEAPON SHOOT

For such a youngster, Twinkle is pretty well endowed (in the magic department). She has command of three magic attacks with which to dispose of her enemies, a multi-directional shot, a high-power straight-ahead beam weapon and balls of homing plasma.

These start out pretty feeble, but shooting chests reveals items which multiply the power of the weapons up to three times. However, each time Twinkle takes a hit, as well as losing energy, she loses one level from the spell she's using.



A GOODNESS GRACIOUS, GREAT BALLS OF FIRE!

SCROLL DAYS

As well as having her regular magic abilities, Twinkle is also able to invoke much more powerful forces. However, to perform these she needs the help of magic scrolls which are hidden in chests and statues. There are two types of scroll, each of which weave a different spell and both of which may only be used once. Being a girl Twinkle carries a weedy purse which holds a maximum of only three scrolls. As you may expect, these spells act as smart bombs, instantly destroying any smaller enemies on screen and heartily damaging any larger foes or guardians.



▲ TWINKLE CAREFULLY NEGOTIATES THE BEERMATS OF DOOM.

tom's comment



What a fine game Twinkle Tale is. It may be just another Megadrive shoot 'em up, but it does have enough goods points to make it stand out from crowd. At first glance, it strongly resembles a PC Engine-style game, but some of the later levels use technical capabilities that push far further than the Engine's limits. As it stands, the Megadrive seems to be fairly pushed itself, as there's a fair amount of slowing down when things get busy. The sorcery, dungeon exploration feel of the game works very well and adds a great deal to producing an atmosphere that isn't so much shoot 'em up as adventure. In fact, the whole game seems very reminiscent of those old spectrum games like Sabre Wulf. This is almost how I'd expect those games to be nowadays if they had evolved and been converted to the Megadrive. Altogether, it's a very enjoyable and challenging game which gives a new slant to a staid genre. I'd be more than happy to have Twinkle Tale in my collection.

RATING

PRESENTATION



83

Plenty of options, intermissions and smart presentation screens.

GRAPHICS



91

Strong, colourful sprites and backgrounds and reasonable animation.

SOUND



90

Loads of decent tunes and zillions of pretty darned good effects.

SHORT TERM PLAY



89

Immediately playable, and the difficulty setting may give some players a pleasant surprise.

LONG TERM PLAY



86

Should take a while to finish, and it's a game you'll probably come back to once you have beaten it.

MEGATECH RATING



88

One of the more original and entertaining shoot 'em ups on the MD at the moment. If you see a copy, grab it.

REVIEW



**FORMAT:
M-BITS:**

BY: MASAYA

PRICE: IMPORT

PLAYERS: 1

GAME TYPE: SHOOT 'EM UP

CONTINUES: INFINITE

SKILL SETTINGS: 3

REVIEW

Kids today, eh? They're not content unless they've got their own TV, video, stereo and CSH-01 Greylancer Fighter Space Jet. One such selfish child is Lucia Cabrock, daughter of top pilot Ken Cabrock, who spends her days skiving school to idly destroy alien civilisations. However, one day Lucia and her school chum Ralf are given the opportunity to do something to benefit the community when Lucia's father is kidnapped whilst on a deep space mission. Scraping up the last of her pocket money for a few thousand tons of fuel and some new lasers, Lucia sets out rescue her pop (besides, it makes a change from double maths).

This is the story behind Greylancer, a "new" shoot 'em up from Masaya. Our pre-ubescent pals take command of the eponymous Greylancer and set about on a horizontally-scrolling mission to right wrongs and kill things. Along the way there are extra weapons to be collected and all the standard shoot 'em up trimmings.

GREY L

INSTRUMENTS OF MAIM



▲ CERTAIN SPACE CRAFT LEAVE PODS BEHIND WHICH CAN BE COLLECTED TO POWER UP YOUR GUNS.

Like all thoroughly modern spacecraft worth their salt the Greylancer is able to make use of a variety of high powered weapons. In the popular super-technology trend, the Greylancer acquires these weapons by stealing energy pods from certain destroyed enemy spacecraft. In a startling fashion never before seen in a video game, the ships carrying these pods offer little resistance and are quite easy targets, requiring only a couple of hits before they release their precious booty. These pods are adapted in the form of free floating satellite guns which hover around the ship. One satellite is awarded for each of the first two weapons pods collected, with the weapons on both guns being changed over for every new weapon collected.



tom's comment

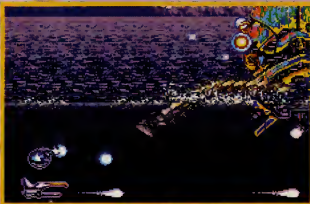


Hmm, it all looks so familiar doesn't it! If there's one thing that Grey Lancer certainly isn't swimming in, it's originality. Basically this game is a bastardized hybrid of every other shoot 'em up on the Megadrive, from Sol Feace to the Thunderforce games. In fact, the speech is identical to that of Thunderforce 4. This, of course, wouldn't matter if the game was an improvement on its parents, but to be honest, it isn't. Some of the opening levels are graphically stunning, there are plenty of fast moving sprites and everything gives the impression of a good quality shoot 'em up. However, there just isn't enough variety to keep you interested and later levels are little more than an exercise in manoeuvring your ship around a playing arena with little or no challenging enemy resistance. Enter the end of level bosses, normally an eagerly anticipated section of any shoot 'em up, in this case, an amalgam of every other big baddy seen. As shoot 'em ups go, there are certainly worse games going around, but if I were you, I'd go for Thunderforce IV or, from this month's selection, Twinkle Tale.

LANCER

I'M GUNNER RALF

The Greylander is a highly sophisticated piece of machinery beyond the ken of mortal Kwik Fit mechanics. This of course means that it has a very complicated weapons systems and fire control, which is why Ralf is along for the ride in her capacities as crack shot gunner. The fire control system aboard the Greylander runs seven programs. Each of these programs operates the outboard satellite weapons in a different way. However, once the computer is programmed that coding is locked in, meaning the selected program may only be changed at the beginning of a new credit.



▲ AVOID THIS GUY'S LOOSE APPENDAGE AND TRY TO SHOOT HIM IN THE HEAD, KEEP OUT OF TROUBLE BY STAYING BACK AND LETTING YOUR EXTERNAL GUNS DO THE WORK FOR YOU. COLLECTING THE POWER-UPS FROM EARLIER IN THE LEVEL WILL MAKE THIS EASIER.



▲ THIS INVERTED ANT BOSS HAS TO BE SHOT IN THE HEAD, WATCH OUT FOR HIS BULBIOUS ABDOMEN WHICH UNLEASHES INSECTOID DEATH UPON YOUR hapless craft.



Paul's comment

Remember Jive Bunny And the Mastermixers, they who took a few seconds from a load of records and slapped them together so badly that any vestige of enjoyment from any of the songs included was utterly destroyed? For some strange reason, Greylander reminds me quite strongly of that rabbit. Perhaps it's the initially novel fire systems select feature, which is in fact an inferior version of that from Hellfire, being as it only allows you to select your fire style once per credit instead of in-game. Perhaps it's the appearance of the R-Type style fly-around-and-gradually-destroy-the-big-spaceship level. Maybe it's even the over-reliance on the old Scramble negotiate-the-tight-corridors theme, worked up to such an extent that no level is complete without having a load of tight spaces to negotiate. In short Greylander offers nothing in the way of originality at all, and anyone owning a single shoot 'em up will doubtless have seen all this before. Not only that, but Greylander is a bit of a lost cause in the difficulty stakes too. Having completed it in my first sitting with no trouble it's hard to recommend spending forty quid on it. If you really desperately need a new shoot 'em up and you have the classics like Hellfire or Thunderforce IV, try one of the oft-neglected but original titles such as Granada X and leave this Mastermix to fester.



GAME TITLE GREY LANCER

REFLEXES

STRATEGY



CHALLENGE

THOUGHT

RATING

PRESENTATION



89

Well presented with good story intros and intermissions. Best high score entry system ever!

GRAPHICS



80

Some good backgrounds and bosses, but the sprites aren't very interesting.

SOUND



70

Okay effects, tunes and weapon-describing speech.

SHORT TERM PLAY



80

Not so bad until you've spotted which games all the ideas came from.

LONG TERM PLAY



60

You'll soon tire of dodging through gaps and look for the action which is so thin on the ground.

MEGATECH RATING



72

A slick-looking re-run of other shoot 'em ups which doesn't match up to the likes of Thunderforce IV.

REVIEW

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We've got so many reviews in this month we've only got a limited amount of space for Technique Zone. Still, it's lucky that we've got a load of high quality 'dishes' on the 'menu', including maps for the final levels of Alien 3, a guide to the trick shots in Side Pocket and plenty more.

Remember, if you've got a cheat or a playing guide for any Megadrive game send it in to us at **TECHNIQUE ZONE, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** We give five Megadrive games to the best tips of the month.

Please don't send in tips copied from other mags (or even from previous issues of MegaTech—it has happened!) and don't send in guides to level one of Sonic the Hedgehog, either. Most people can get past the easy bits of games so there's not much point in us printing tips for them. Thankyou for your co-operation.

TECHNIQUE ZONE



TAZ MANIA

TZ 1/6
LEVEL SELECT AND
INVINCIBILITY
FROM MATTHEW PAINE, SURREY



Matthew was the first to send in this tip which let's you start on any level if you have two joypads. On the title screen press A, B, C and START on both controllers at the same time and you should hear a 'pick-up-and-eat' sound. Now start the game and when the Taz appears in the desert press START and C to pause the game. You should see a code number and a 1 underneath that. Just push left and right to take Taz to a new stage (from 1 to 18).



For invincibility, do the same as before, then instead of pressing C and START during the game, press START to pause it and then press B. Unpause and Taz will be flashing indicating that he is now invincible. Just don't fall down any holes, that's all.



EURO CLUB SOCCER

TZ 2/6
CODES
FROM ANTHONY FULLER,
CHRIS MOTLEY



After a stack of codes last month here are some more. Just don't send us any more PLEASE! It's starting to get depressing.

**SAMPDORIA VS
CELTIC IN FINAL:
UA4ECI8DLRKVBOE
SPURS vs HEARTS IN
FINAL:
J3ZECABIKRFYEZI
SPURS vs BAYERN
MUNICH:
JJ9UAA8IHG
AC MILAN vs
LIVERPOOL:EJEUACUI
AN
SPURS vs DINAMO
BUCHARST:QURUA
ABIKA
MANCHESTER UTD vs
SAMPDORIA:KCAUCL
8BABKUAA**



DAVID ROBINSON'S SUPREME COURT BASKETBALL

TZ 5/6
PERFECT SCORING AND DEFENSE
FROM LEE PASCOE, EXETER

There's an easy(ish) way to score every time in this game, and Lee Pascoe has discovered it. Look at this pic.



To score from here 95% of the time, run right to the sideline and edge along towards until you are directly in line, vertically, with the basket and shoot. Unless you have a tired player you should find that your shot has gone in. If there are defenders in the way you may have to jump to clear them. To make things even easier play as Detroit and choose Bullseye Bond as your first guard.

For the perfect defence follow these instructions. When the opposition are attacking straight after you have scored line yourself up with the player who is about to have the ball thrown in to him (roughly on the edge of the shoot area is where you should stand). When he receives the ball he will run straight down the court toward you. When he gets near you step forward and he'll run into you and if you are quick enough you can steal the ball from him. Even if you don't steal he will have to pass and this delay lets all of your defenders take up marking positions. If you do steal run between the two defenders and slam dunk.

Also on defence, when in your own half change control to a different player (press C) and run up to stand directly in front of the basket. When someone shoots wait for the ball to reach its apex and jump up (press B), block the shot and counter attack on offence.

When an attacking player runs straight at the basket his markers will follow. If you follow with your player and run into them as they are stood beneath the basket. When the attacker jumps to drop the ball over the defender (who also jumps) you press B to jump at the same time and either you or the other defender will block/tip the shot and counter attack with possession.



SIDE POCKET

TZ6/6
TRICK SHOTS
FROM: DAVID SHEEN, GOSPORT
If you take a look at the Side



Pocket review within the pages of this very issue, you'll soon discover that it has a rock hard Trickshot option. Such is it's difficulty, that even the MegaTech crew were left twitching in the corner after failing to defeat it. So, you can imagine how amazed we were when David Sheen's solution to every trick shot arrived in the office. How he ever managed to work out some of these shots is a mystery that is probably best left uncovered, but we're sending you a special

one-off prize of a MegaTech T-shirt in recognition of your superior potting skills.

TRICKSHOT NO	CUEBALL CONTROL	POWER	JOYPAD-CURSOR MOVEMENT
1	CENTRE	FULL	TAP UP 5 TIMES
2	CENTRE	FULL	28 RIGHT FROM 12 O'CLOCK POSITION
3	CENTRE	FULL	TAP 54 LEFT + 8 UP
4	MAX DRAW	FULL	TAP 7 UP
5	MASSE 3	FULL	NO NEED TO ALTER
6	CENTRE	FULL	TAP 14 DOWN
7	MASSE 1 + LEFT	FULL	TAP 4 DOWN
8	MASSE 1 + LEFT	FULL	TAP 12 DOWN
9	CENTRE	FULL	NO NEED TO ALTER
10	MAX DRAW	FULL	NO NEED TO ALTER
11	MAX FOLLOW + 1 RIGHT	1/2	TAP 1 RIGHT
12	MAX DRAW	FULL	TAP 6 DOWN
13	MAX FOLLOW	FULL	TAP 5 DOWN
14	MAX FOLLOW	FULL	TAP 21 DOWN
15	MASSE 3	FULL	TAP 3 DOWN
16	MASSE 1 + LEFT	FULL	TAP 5 UP
17	MAX FOLLOW + 1 LEFT	FULL	TAP 2 DOWN
18	MAX DRAW	FULL	TAP 3 RIGHT
19	MASSE 2 + RIGHT	FULL	TAP 59 UP

Here are the challenge rounds for the 1-Player pocket game. You'll need to perform these to move onto next round.

STAGE 2	LAS VEGAS SEE TRICKSHOT 6
STAGE 3	SAN FRANCISCO SEE TRICKSHOT 8
STAGE 4	NEW YORK SEE TRICKSHOT 16
STAGE 5	ATLANTIC CITY SEE TRICKSHOT 4

If you fail to do these shots correctly first time, a new trick shot will be randomly selected so don't screw up.



HYPER
TECHNIQUE

ZONE

ALIEN 3

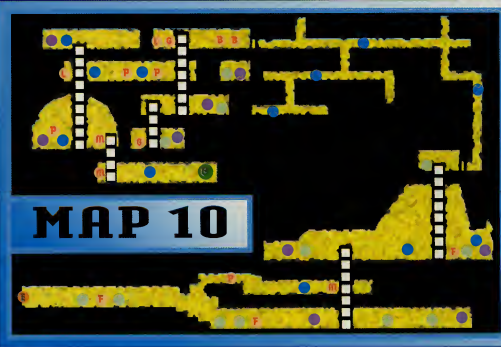
FROM THE GRIM BROTHERS

ALIEN³

Who do you call when your xenomorph infestation reaches a critical level? Why, it's the Grim Brothers! Those famous eighteenth century German storytellers (now residing in Llandudno, North Wales) have sent in a complete set of Alien 3 maps which includes secret rooms, passages and bonus items, thus winning themselves this month's software selection. Unfortunately if we tried to fit all 15 maps on these three pages, they'd be a bit microscopic, so here are the last seven, very hard levels. You shouldn't need maps to get that far.

KEY

- Exit
- Start
- Medical
- Pulse rifle ammo
- Flame unit ammo
- Launcher
- Grenades
- Batteries
- Moving platform
- ||||| Door
- Alien
- Prisoner
- Egg



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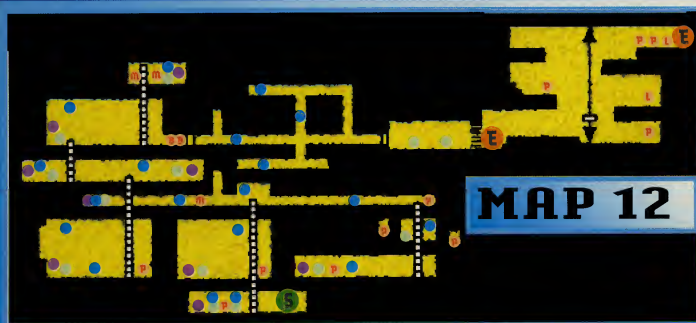
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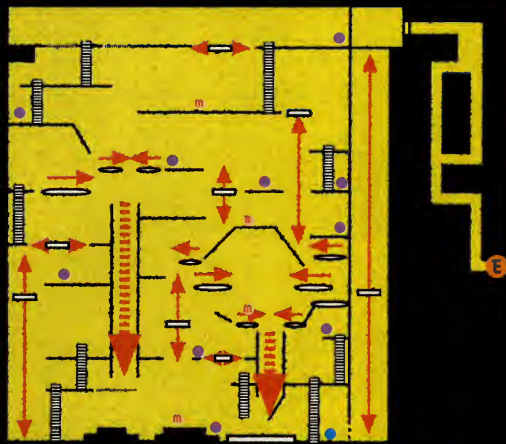
ALIEN³



MAP 11



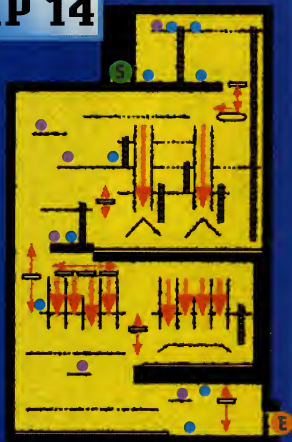
MAP 12



MAP 13

To reach the second prisoner, jump from the conveyor belt onto the platform with the freebies, then go left, jumping onto the edge of the tube to get to the next platform. This enables you to drop onto the prisoner. This is the only way to do it.

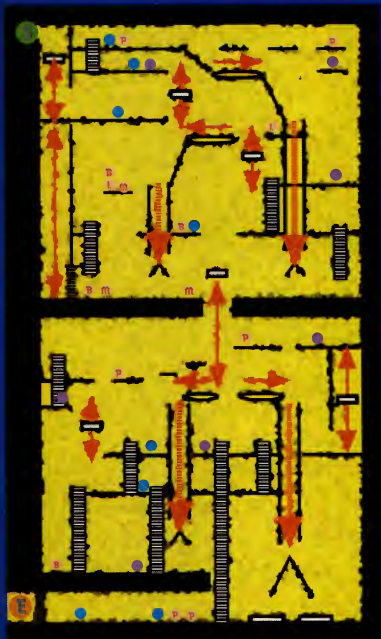
MAP 14





ALIEN³

MAP 15



Upon reaching the boss level walk straight out and drop to the corner of the bottom platform and start shooting with the grenade launcher. There will be an alien there. When ammo runs out, follow straight away to the bottom right corner and start shooting pulse rifle ammo and the first alien encountered should buy it.

TOP TIP

Funnily enough, if you try playing the game on HARD instead of EASY, you'll find yourself with a lot more time on your hands to complete each level and as any tough marine knows, time is your worse enemy. Apart from this fantastic time boon there doesn't seem to be any difference in play between the difficulty settings, except that maybe your tracker's batteries run out a bit quicker on HARD. Bizarre hey!

then there was

GAMES  MASTER



HELP!

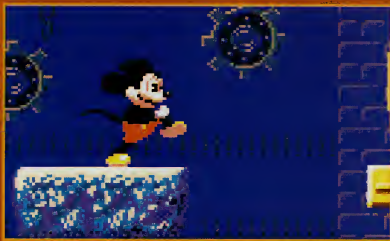
HELPLINE

There's more frustration and agony here than in just 17's problem pages as we delve into the minds of our resident experts to help you with your gamesplaying quandaries. If you have a problem with a game (or a personal one that would give us a good giggle), send it to Helpline, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. State exactly where you're stuck and if you've got an Action Replay cartridge l'cos we might have a code that will help you).

E3+

castle of illusion

castle of illusion



I keep trying to get to the last level of Castle Of Illusion without losing any lives, but I can't do it. My friends have told me that if you do Mickey does a quick breakdance and moonwalks. Is the true?

Gurch Singh, Southorpe

Where they rubbing their chins when they told you this? Mickey doesn't do anything of the sort.

E3+

rings of power

rings of power



I can't get out of the first village where the game starts. I have been to see Master Thalamus and the Nexus church but don't know where the man who stole the academy's door knocker is. Each time I visit the vehicle master she has nothing to sell.

Please tell me whether there is a certain time of day you can buy a vehicle. Also, is there anything else I should do in the village before I leave?

Richard Rance, Fratton

The thief is in the hut to the west of the village, which you leave via the road which runs past the academy. The only way to retrieve the knocker is to kill the man. When you've done that return to the village and you'll be told what to do next.

revenge of shinobi



I can get to the Brontosaurus on level 7-3, but I can't kill him. Can you help me?

Marc North, Bracknell

There's only one way to beat him. His belly glows when he's about to breathe flame, so somersault and fire to avoid it. Next use the Mijin magic (which is the one that makes your ninja explode). Repeat this process three or four times to beat him.

kid chameleon



I have been looking for a cheat for this game for ages. Can you help. I can get as far as the second boss before dying.

Stuart Mullylowe, London

We're all out of cheats for this one. All the bosses follow a set pattern and there's nearly always a safe spot. Just avoid it and pay attention to its movement until it reaches its start point to find the safe spot, then go there.

thunderforce 3



Do you have a cheats for this game? It's really difficult and I can't get anywhere, please help!

Roger Boorman, Romford

Certainly Roger. If you hold down A, B, C and Start you'll get a hidden option screen, which features a difficulty settings feature. On top of that, if you pause the game while you're playing and press UP ten times, B twice, DOWN twice, B six times then A once. This will equip you with every weapon. Cor!

wonderboy in monsterworld



I can't get past the Myconid in this game. What's the trick?

Dr Richard Edyvein, Derby

The Myconid is a piece of cake to beat if you use the spear. Just keep jabbing until he's dead.

hellfire



I recently bought this game and I think it's great. It's a little difficult though, are there any cheats?

Andy Bliss, Bradford

The only cheat we know of gives you 99 lives, but puts the game into super-hard mode. Go to

the options screen and set the sound-test to one. Now, as Lionel Richie once said, 'let the music play on' for a couple of minutes and the game will start, giving you 99 lives.



warriors of the eternal sun

warriors of the eternal sun



I've found my way to the Azcan temple and I've found the secret door and corridor, but I can't get to it. I know the map and artifacts are in there somewhere, but where?

Paul Badcock, East Grinstead

You actually need to pass right through the temple and out into the Azcan land. The exit is located in the north-west of the maze.

the immortal

the immortal



I've found my way to the Azcan temple and I've found the secret door and corridor, but I can't get to it. I know the map and artifacts are in there somewhere, but where?

Paul Badcock, East Grinstead

You actually need to pass right through the temple and out into the Azcan land. The exit is located in the north-west of the maze.

road rash

road rash

I recently bought this game and I can now get to the 5th level, but I can only complete one race. Please could you give me a code that would take me to the final race of the game.

It's A Briggs, Birmingham

How about working out your own! Compete in all five races (it doesn't matter where you come). Finish the first race in fifth position and jot down your code. The first five digits should read 5000, now enter that code but change first digits to 1112. This will leave you with one race to go, and first position in three races and second in one.



helpline heroes

Yet more additions to legions of heroes. If you need help on any of the games listed below, write to the appropriate address and INCLUDE AN SAE. You won't get a reply if you don't.

Streets Of Rage, E-Swat, Hellfire, Strider, Super Monaco GP, Elemental Master, Revenge Of Shinobi, Shadow Dancer, Golden Axe, Axis, Hard Drivin', Ghostbusters, Columns, Rambo III, Sword Of Sodan.

David Dewhurst, 188 Sandsfield Park, Carlisle, Cumbria, CA2 7XH

Alien Storm, Alex Kidd, Altered Beast, Arnold Palmer, Batman, Buster Douglas Boxing, California Games, Castle Of Illusion, DecapAttack, Desert Strike, DJ Boy, EA Hockey, Eswat, Fantasia, F22 Interceptor, Games Winter Challenge, Ghostbusters, Golden Axe, Golden Axe 2, Gynoug, Hard Drivin', James Pond, John Madden '92, Mario Lemieux Hockey, Mercs, Moonwalker, Pitfighter, Quackshot, Rambo 3, Revenge Of Shinobi, Road Rash, Shadow Dancer, Sonic, Spideyman, Streets Of Rage, Strider, Super Hang-on, Super Monaco GP, Thunderforce 2, Thunderforce 3, Toe Jam and Earl, Toki, Two Crude Dudes, World Cup Italia '90, Wrestles War, Yaz Mania, Terminator, European Club Soccer, Star Control, Alien 3.

Ian Comerford, 14 Summit Place, Lower Gornal, Dudley, West Midlands, DY3 2TG





HYPERPLAYERS

If you want recognition in the pages that are worth more than an entry in Who's Who, you've got to be able to produce a feat of such games-playing prowess that it knocks us, and the current high score for six.

We're only interested in scores you've achieved on one credit, so stay off the continues. We also want you to tell us what level you got to and what difficulty setting the game was on. Send your entries on the coupon supplied, or on the back of a postcard (that saves us opening the envelopes and chafing our thumbs) to Remember, we've played just about every Megadrive game around and we can usually spot hooky scores, so no cheating.

**HYPERPLAYERS,
Megatech,
Priory Court,
30-32 Farringdon
Lane,
London,
EC1R 3AU.**

- ALIEN 3**
12,120,090 (Normal)
Steven Mersh, Essex
- ALISA DRAGON**
Elven Mage (Level 7, Normal)
Anthony Dowd, Telford
- BATMAN**
561,900
Danny Kenmure, Edinburgh
- BATTLE SQUADRON**
8,912,101 (easy level)
Asif Akhtar, Wimbledon
- BLOCK OUT**
77,661 (levels 0-10, Pit dimension 3*3*10)
Jamie Wilson, Milton Keynes
- BONANZA BROTHERS**
9,762,777
Paul Whiting, Kidlington
- CALIFORNIA GAMES**
Footbag: 747,960 (earth)
Yuen Aw, Birmingham
Double Footbag: 379,900
Jonathan Phillips, Cardiff
Surfing: 10,0 (Turbo setting)
Yuen Aw, Birmingham
Skating: 10,640
Jonathan Phillips, Cardiff
Half-Pipe: 44,400
Dan Yowes, Gillingham
Double Half-Pipe: 64,600
Chris Gilliland & James Roberts, Bristol
BMX: 131,850
James Roberts, Bristol
- COLUMNS**
72,994,617
Philip Buxter, Cramlington
- DARIUS 2**
6,530,390
Mark Hogg, Burton-on-Trent
- DECAPATTACK**
Completed with 99 lives left
Daniel Creser, Northampton
- DESERT STRIKE**
4,653,102
Liam Cullen, Welwyn Garden City
- DICK TRACY**
339,900
David Rowntree, Devon
- DOUBLE DRAGON 2**
51,280
Bob Payne, West Bromwich
- EA HOCKEY**
104-0 USSR vs LUXEMBURG
Gerald Powell, Pontypriid
- EARNEST EVANS**
1,480,050
David Wheeler, Caerphilly
- ELEMENTAL MASTERS**
356,530 (completed on Normal)
James Terry, St. Albans
- ESWAT**
345,900
Warren Noble, Eastbourne
- F-22 INTERCEPTOR**
USA: 35,577
Dean Lloyd, Rugeley
USSR: 35,577
Dean Lloyd, Rugeley
IRAQ: 36,477
Dean Lloyd, Rugeley
KOREA: 36,477
Dean Lloyd, Rugeley
- FANTASIA**
11,083,600 (hardest level)
Chris Maginnis, Linlithgow



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ocean

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DOMARK



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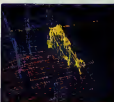
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GAMESTARS

GAME NAME	BY...	PRICE	RATINGS %					GENERAL COMMENTS	
			PRESENTATION	GRAPHICS	SOUND	STP	LTP		N'TEEN RATING
688 ATTACK SUB	ELECTRONIC ARTS	\$39.99	80	80	89	88	86	88	An excellent submarine simulation which gives you ten missions to complete as a US commander. It's like a Soviet. It sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "oops").
AEROBLASTERS	KEMCO	IMPORT	78	84	81	85	71	78	A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices.
AFTERBURNER II	SEGA	\$34.99	86	91	92	92	82	90	All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of amazingly smooth and fast 3D action. The sound is also terrific, with a variety of stunning good soundtracks and great sampled speech. If you're an Afterburner fan, this is the best conversion you're ever likely to play.
ALEX KIDD IN THE ENCHANTED CASTLE	SEGA	\$39.99	70	67	64	72	62	68	The graphics and sound are almost Master System standard, and while it's fun to play, with plenty of secret rooms and things to work out, it lacks that really addictive spark that makes the King Alex Kidd games so much fun to play. For ardent Alex Kidd fans only.
ALIEN STORM	SEGA	\$34.99	84	90	80	89	71	78	An absolutely outstanding conversion of the coin-op, with great graphics and highly enjoyable one- or two-player action. The big problem is that it's just too easy. For some unknown reason, the import version is harder, but even then it's not that difficult to finish.
ALISIA DRAGON	SEGA	\$39.99	83	94	80	84	89	88	Alisa Dragon and her jet dragons strike the big dragon of dragon fire and, when all is said and done, control the land and one alien on a quest from the gap. What the bulk down to a multi-directional scrolling platform game, with plenty to show and lots of things to keep the player focused. A fresh approach to an old format.
AQUATIC GAMES	EA	\$34.99	76	89	82	70	50	58	James Pond's third game, an attempt at a humorous sports simulation is disappointing. The graphics are excellent, but the series of seven medlocks are boring. For little kids only.
ARNOLD PALMER'S GOLF	SEGA	\$39.99	85	79	69	86	80	85	This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D viewpoint and the inclusion on the large roller sphere are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.
ATOMIC ROBO KID	VPL	IMPORT	70	79	78	84	76	82	There are four different power-ups to collect in this accurate multi-directional scrolling coin-op conversion. The gameplay is tough enough to keep you coming back for more. Check out if you're after a no-frills blast with the emphasis on pure destruction.
ATOMIC RUNNER	DATA-EAST	IMPORT	83	88	89	78	82	0	Jon Chelov, the Atomic Runner, as he runs through scrolling platform levels zapping aliens. Great graphics (though Chelov himself is a bit weedy) and challenging gameplay.
AYTON SENNA'S SUPER MONACO GP 2	SEGA	\$49.99	91	90	77	94	92	93	Arton Senna's replaces the original Super Monaco GP as the number one Megadrive driving game. While not radically different, GP II features extra tracks, improved sound and loads of digitized piters. If you don't have the first game this one's one you should get.
BATMAN	SEGA	\$34.99	87	90	91	86	72	83	The graphics and sound are truly tremendous; the beautifully-drawn backgrounds are as superb-looking as the sets on the film. The only problem is that the game is fairly easy to beat, so expert gamers might not get full value for money out of this.
BATTLE SQUADRON	ELECTRONIC ARTS	\$39.99	78	83	79	82	81	80	A tough, frantic and noisy one or simultaneous two-player up-the-crest blaster. Although it's pretty much devoid of original ideas, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics.
BLOCK OUT	ELECTRONIC ARTS	\$34.99	78	70	30	93	91	91	This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection.
BOHANNAN BROS	SEGA	\$34.99	82	88	84	86	55	73	Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you're taking is a challenge, and unless you're a games novice, this simply fails to deliver.
BUCK ROGERS - COURTOON TO TOMORROW	ELECTRONIC ARTS	\$49.99	88	76	58	93	90	91	An RPG conversion, this is one of the best on the Megadrive. Based around the 1980 cult game, it's set in the 25th century and casts you as the leader of a platoon of air rookie soldiers who are out to stop the evil KAG organization from taking over Earth. Absorbing gameplay, and a must for RPG fans.
BUDOKAN	ELECTRONIC ARTS	\$39.99	87	83	79	90	86	89	Blindly correct as a "thinking man's beat 'em up", this graphically and sonically superb orienteering fighting game lets you take our aggression with four different martial arts skills - nunchaku, bo, karate and kendo. With over 25 moves per art and 12 very tough opponents, Budokan isn't a game you'll master overnight.
BULLS VS LAKERS	EA	\$39.99	95	85	83	75	83	80	Probably the best EA basketball simulation, featuring all the big-name American teams, the real NBA court action and the named players (and their real life shoot names). Good fun!
CALIFORNIA GAMES	SEGA	\$39.99	80	88	70	83	79	80	Head off to the sun-soaked Californian coast to partake in five sports such as surfing, skateboarding and roller skating. Totally excellent fun.
COLUMNS	SEGA	\$39.99	76	69	93	88	87	88	High answer to Tetris, the aim of the rather cerebral game is to catch groups of three differently-colored jewels as they fall down the screen. The sound is excellent, and there's a huge variety of options, including auto-play, time trials, three different difficulty settings, three different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.



GAME INDEX

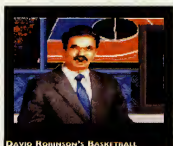
GAME NAME	BY ---	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	KICK BACKING	
CORPORATION	VIRGIN	£39.99	80	76	84	76	91	87	Corporation is an "absolutely huge 3D strategy game. As secret agent, your job is to penetrate the HQ of a massive corporation and bring back evidence of illegal activities. It's very different, and very absorbing. Worth checking out if you're after a more cerebral type of game.
COURSE	MICRONET	IMPORT	83	71	69	71	82	79	While Course is fun to play, it suffers from a lack of originality and one very annoying feature - when you die, you lose all your cars! You can't use Hellfire or Aztec RoboKidd before shelling out for this game.
CYBERBALL	SEGA	£34.99	79	79	82	81	77	83	A lot of confusion stems from the name of this game which has a rather misleading title. CyberBall is actually a real-time strategy game which is a lot more fun than it sounds. It's a real-time strategy game with a great graphics. You're an American Football fan, by the way - but not in your average way.
DARIUS II	TAITO	IMPORT	83	83	82	87	83	83	A very stylish horizontal scrolling shoot 'em up which sports tremendous graphics and seven completely different endings, depending on which route you take through the game. Recommended to attract blasting fans.
DAVE ROBINSON'S BASKETBALL	SEGA	£39.99	811	86	77	85	80	83	This game beats Lakers vs Celtics by a narrow squeak to become the best basketball game on the Megadrive. The pitch is viewed at a 45° angle, and flips over when the ball crosses the halfway line. This means he goes from running down to up. This causes some confusion to begin with, but this is still an excellent game.
DECAPATHACK	SEGA	£34.99	74	80	70	83	81	82	A fun-filled platform game which is basically identical to the old resort game, Magical King Her Turbo Adventure, except it has different sprites. Platform fans will love it - if you're one, check it out.
DESERT STRIKE	ELECTRONIC ARTS	£34.99	92	91	85	95	93	93	Put on your flight gear, and get your bird whirler, in this novel shoot 'em up. You have to pilot your AH-64 attack helicopter against the forces of a middle-east country. Loads of action and plenty of missions. Essential.
DEVIL CRASH	TECHNOSOFT	IMPORT	86	91	84	93	88	90	A stunning-looking arena simulation which is packed full of features. The ball movement is completely realistic, and the general game "feel" makes it the best platform game yet seen - a must-buy for silverball fans.
DICK TRACY	SEGA	£34.99	83	85	80	90	80	89	A sort of Shenob-style game with machine guns. Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gameplayers alike.
DJ BOY	SRINNY	IMPORT	78	80	76	84	73	78	DJ Boy is a beat 'em up on wheels, and while it's great fun to play, but suffers from one flaw - it's too darn easy. However, if you're the type that wants to beat the game on all levels, try it out. It's a simple as that!
DOUBLE DRAGON	ACCOLADE	£29.99	65	75	67	50	30	53	Despite being superior to Double Dragon 2 (which was released before it) DD2 is a very poor game. Most people should be capable of completing this within half an hour of first playing it. It may look like the coin-op, but it plays nothing like it.
DYNAMITE DUKE	SEGA	£34.99	83	82	74	84	61	73	One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and thrills, but is ultimately let down by the lack of challenge. Once again, only novices really need apply.
ER HOCKEY	ELECTRONIC ARTS	£39.99	90	88	90	92	91	92	A truly superb sports simulation which perfectly captures the atmosphere of the real (and wilder) sport of hockey. The graphics are superb and the touch-control response and excellent three-player option provide plenty of blasting sport. One of the best sports simulations available - make it your pet.
ELEMENTAL MASTER	TECHNOSOFT	IMPORT	72	87	86	85	73	78	A technically superb shoot 'em up which combines excellent graphics and superb sound to make it an audio/visual treat. The gameplay is very enjoyable, but the problem is that there are only five levels, and they're not that difficult to beat.
EL UENTO	RENOUATION	IMPORT	68	60	72	87	84	80	A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing for ages.
ESWART	SEGA	£34.99	86	87	82	93	88	92	ESWART is a super slick platform shoot 'em up that amply oozes quality. The parallax scrolling backgrounds and sprites are excellent, and the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.
F1 CIRCUS	NICHIBUTSU	IMPORT	90	69	69	76	82	80	Despite its poor-looking graphics, F1 Circus is a really good game. It's very fast, then's plenty to do, including pit stops and car customising. Only on import, but well worth checking out.
F22 INTERCEPTOR	ELECTRONIC ARTS	£39.99	94	80	76	89	94	90	This, the only console flight simulation, is absolutely fantastic. The graphics, presentation and playability are all spot on. If you fancy a change from mindless horizontally scrolling shoot 'em ups, check this out.
FANTASIA	SEGA	£39.99	72	93	44	52	47	49	The sequel to Mickey Mouse was keenly anticipated, but turned out to be a massive disappointment. The graphics are excellent, but they're all so bland and poorly designed, that the frustrating gameplay results in a game that has very little appeal - even to the biggest Mickey fans.
FASTEST ONE	HUMPH	IMPORT	41	35	25	31	28	29	This split-screen one or two-player racing game completely fails to deliver. Crap graphics, sound and playability and utterly tedious action results in the worst Megadrive racing game by far. Steer well clear.



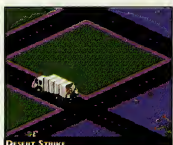
AQUATICATICS



ATOMIC RUNNER



DAVID ROBINSON'S BASKETBALL



DESERT STRIKE



DOUBLE DRAGON II

GAME INDEX



GAME INFORMER

GAME NAME	BY ---	PRICE	RATINGS %					GENERAL COMMENTS	
			PRESENTATION	GRAPHICS	SOUND	STY	LT		INTEC RATING
FATAL REWIND	ELECTRONIC ARTS	£34.99	72	90	81	84	82	83	Better known as Killing Game Show, this is a very fast and furious platform game where manoeuvring the screen layout is the key to success. Many find its high difficulty level just too frustrating, but if you're after a challenge, this is where to be.
FIGHTING MASTERS	TRECO	IMPORT	79	88	80	88	78	86	As a one player game Fighting Masters falls flat on its face. The two-player mode is still superb - and some excellent ones. The two-player mode with one of twelve intraglottic warriors with a variety of moves unique to the individual characters. The best on-on-one Megadrive best 'em up.
FORGOTTEN WORLDS	SEGA	£39.99	82	79	86	79	80	82	Forgotten Worlds is a good looking one- or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.
GAIARES	RENOURTON	£39.99	81	88	75	80	85	84	An excellent-looking game. Gaires is by far the toughest horizontally scrolling shoot 'em up available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge.
GAIN GROUND	SEGA	£34.99	65	49	52	50	40	43	A very accurate conversion of an obscure and hopelessly crap arcade game which features the average graphics, rubbish sound and boring gameplay of the original machine.
GHOSTBUSTERS	SEGA	£39.99	84	85	83	84	81	82	Featuring humorous cartoon-style graphics - some of the end-of-level ghosts are truly superb - and some excellent tunes. Ghostbusters is a platform game which will keep you amused for some time. If you aren't afraid of no ghosts, try this one out.
GHOU'L 'N' GHOSTS	SEGA	£39.99	88	92	93	93	92	93	Ghou'l 'n' Ghosts is a stunning conversion on the classic comp-op, combining stunning graphics with solid and very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.
GOLDEN AKE II	SEGA	£34.99	79	80	67	72	67	67	Although Golden Axe is fantastic, Sega couldn't improve on it with its sequel, as in fact they produced a game which wasn't a patch on the first. Golden Axe 2 is nice, players, but a long time coming. If you haven't already, get hold of the first game, it's much better than this.
GREEN DOG	SEGA	£39.99	77	84	86	62	52	56	Trick across six Cam-Been islands in the hunt for a wasted surfer's surfing powers. A rather action-unpacked platform game which looks great but is dull to play.
GYNOUG	SEGA	£39.99	89	96	86	89	94	92	Gynoug stands head and shoulders above most Megadrive shoot 'em ups: it's playable, challenging and the graphics are stunning, with some fantastic bosses. A game no self-respecting Megadrive owner should be without.
WARD DAVID'	TENGEN	£34.99	84	88	89	76	70	75	Tengen's conversion of Atari's Hard Drivin leaves a lot to be desired. The vector graphics are jerky and it's very easy to complete. Steer well clear of this turkey.
NEARBY HOUR	MICRONET	IMPORT	80	77	74	64	60	59	This is the Mega-CD's first best 'em up, and a real let down it is to. The game can be played as a single player slug 'em around gun adventure, or as a two-player head to head battle. Either way it's slow and the moves are hard to access.
HELLFIRE	SEGA	£34.99	60	85	81	93	89	93	Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which scores playability. There are plenty of surprises, especially on the final level. If you're a shoot 'em up fan looking for a challenge, check this out.
HERZOG ZWEI	SEGA	£29.99	76	71	75	76	74	76	A worthwhile for a word game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two player attempts to defeat opposing enemy forces by strategically positioning their own named characters. There are some nice, but an interesting title - it would be more suitable for executives, rather than arcade players.
INSECTOR X	HOT B	IMPORT	76	80	78	81	67	74	The game is fun at first - and the slick graphics and decent sound certainly add a little to the excitement - but none of the power-up weapons are particularly exciting, and the action has very little in the way of original features.
ISNIDO	ACCOLADE	£35.99	76	65	76	74	81	80	Isnido is an overly-colourful puzzle game which is played with 76 tiles on a 96 squares big board. The object is stick all the tiles on the board by placing them next to tiles with a matching shape or colour. Fun for a while, but very difficult.
JAMES POND	ELECTRONIC ARTS	£39.99	44	80	66	77	72	78	A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action. It's since been over shadowed by its sequel, Robocod, which has many more levels.
JOE MONTANA SPORTS TALK FOOTBALL	SEGA	£39.99	91	81	96	80	72	80	Joe Montana 2 is a significant departure from its predecessor. The game is now horizontally scrolling with close-up views of the action. Best of all is the digitised speech which provides a running commentary through a game. Not as playable as John Madden's '92, though.
JOHN MADDEN FOOTBALL '92	ELECTRONIC ARTS	£39.99	90	95	93	89	96	95	This is the best American footy game anywhere on any machine. The graphics are excellent and, more importantly, the control system is easy to understand and use. No negative owner should be without a copy of this...
KAGEKI	KAMEKO	IMPORT	51	50	69	45	20	30	A complete duffer of a best 'em up, converted from an old coin-op. The poor graphics would have been bad enough, but your fighter is gifted with only two fighting moves making the action dull beyond belief.



GAME NAME	BY...	PRICE	RATINGS %					GENERAL COMMENTS	
			PRESENTATION	GRAPHICS	SOUND	STP	LTP		M-TECH RATING
KID CAMELEON	SEGA	£34.99	60	65	78	77	60	64	Kid C is a platform game with a novel twist, the hero can change his form by collecting hats. The power lets him masquerade as a warrior, a tank, a psycho and a host of other characters. What lets it down is the lack of challenge which pervades throughout the game, bar one level.
KLAX	TENGEN	£34.99	90	74	85	84	82	85	Beware! The Japanese import version of this isn't particularly good due to a vague and imprecise control method. American and official versions have the problem corrected and are much better. Fans of the original coin-op and puzzle game players in general are recommended to try it out.
LAST BATTLE	SEGA	£29.99	53	76	71	35	26	32	Amongst one of the first Megadrive games to appear, this is a future on two counts: it neither shows off any of the Megadrive's capabilities nor is an enjoyable game in its own right. Do yourself a favour, and plug this into anything but your Sega.
M1 ABRAMS TANK	SEGA	£39.99	85	80	82	83	79	81	A thoroughly enjoyable simulation which features eight missions to test the skills of a budding tank commander.
MARBLE MADNESS	ELECTRONIC ARTS	£29.99	73	80	78	86	55	73	An extremely accurate conversion on the recent Atari coin-op. It has all the original's features, including 7 mario size levels. If you're a fan of the coin-op you'll find this, otherwise, there isn't enough here to warrant buying.
MARVEL LAND	NAMCOT	£34.99	76	81	80	85	79	81	A huge, sprawling platform game with loads of levels. Although the original features fast low and fun music, it's playable, fun game which should appeal to fans of the genre.
MENCS	SEGA	£39.99	89	85	88	81	80	89	This is good conversion of the coin-op to its first could hope for. You get two versions of the game on the one cartridge - an action game and original mode, where you react other pieces to help your cause. An essential for shoot 'em up fans.
MIKEY MOUSE IN THE CASTLE OF ILLUSION	SEGA	£39.99	89	85	85	89	79	93	One of the best Megadrive platform games around, combining superlative graphics and excellent gameplay to provide an addictive and thoroughly enjoyable challenge.
MIDNIGHT RESISTANCE	SEGA	£39.99	80	85	90	88	78	85	A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time!
NIGHT AND MAGIC 2	ELECTRONIC ARTS	£39.99	85	77	50	80	85	81	An extremely good menu/text-driven RPG which should keep players scratching their chins for months.
MIKE DITKA'S POWER FOOTBALL	ACCOLADE	£39.99	69	74	88	76	69	72	A cross between Joe Montana Football and John Madden's Football, for something different. Check this out only if you're desperate for something different.
MOONWALKER	SEGA	£34.99	84	91	93	88	79	85	With excellent graphics, thumping soundtrack (including such as Blue it, Blue it and Red) and superb touch this is a very addictive platform game which will have you tapping your feet while you play. Forget the fact that the red-orange Micken Jones face on the cover, and just enjoy the action.
MYSTIC DEFENDER	SEGA	£39.99	81	78	71	67	55	63	Originally inspired as Kaptain II, this Ghoulia 'n' Ghosts clone lacks the oomph to keep you coming back for more.
NEW ZEALAND STORY	SEGA	£34.99	85	84	83	91	85	89	New Zealand Story might look as cute as a lemur of biscuits, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.
NHLPA HOCKEY	EA	£39.99	88	85	86	90	88	89	This update of EA Hockey is merely identical to the original. The subtle extra do add more realism but only real ice hockey fans will notice them. Worth buying only if you don't have EA Hockey.
OUTRUN	SEGA	£39.99	87	80	80	71	43	58	The conversion of the classic coin-op simply doesn't do a justice. The graphics and sound are okay, but it's the gameplay where it falls flat - it's so easy even a complete dummy can complete it within a couple of goes.
PACMANIA	TENGEN	£34.99	82	82	73	80	60	70	This is a Perfect conversion of the coin-op, unfortunately it's very boring, and you have to be an appalling game-player not to be able to go all the way round on your first go. Not an essential purchase by any means.
PGA TOUR GOLF	ELECTRONIC ARTS	£39.99	90	85	87	94	94	93	Simply the best golf game available on any system. Superb graphics, a tough challenge, multi-player options, battery-backed RAM and loads of courses make this a sports simulation not to miss.
PHANTASY STAR III	SEGA	£49.99	89	84	77	85	92	89	Another enormous role-playing game, but this one has far more depth and variety than its predecessor. It's by far the best RPG on the Megadrive, and the real barrier is that it costs a massive £39.99!
PITFTWINTER	TENGEN	£39.99	90	78	70	76	80	80	The main boast behind this conversion is that all the characters are actually digitised from real people. That said, they're very badly defined and the animation is a tad rough. Still, a fun best 'em up, especially in two-player mode.

SAME INDEX



GYNUG



JORDAN VS BIRD



CASTLE OF ILLUSION



PRINCE OF PERSIA



SMASH TV

GAME INDEX



GAME TIME

GAME NAME	BY...	PRICE	RATINGS %					GENERAL COMMENTS	
			PRESENTATION	GRAPHICS	SOUND	STP	LT7		KTEN BRATING
PRINCE OF PERSIA	VICTOR CORP	IMPORT	85	89	90	80	90	90	The doesn't make much use of the Mega-CD's features, but it still offers all the best of Mega-CD games. Great music and graphics, flexible platform positions and a twist level of sword-buckling make this a compulsive playing.
QUACKSHOT	SEGA	£39.99	80	92	89	83	80	82	Donald Duck is the star of Sega's third Disney game, and a good effort it is too. Donald has to set off a sort of the rest of treasure of King Carnius, aided by a host of Disney stars. The game is excellent, but the bosses continue make the game easy to complete.
RAINBOW ISLANDS	TRAITO	IMPORT	83	80	76	87	85	86	Save the vertical scrolling platform levels of the Rainbow Islands in the conversion of the Taito coin-op. Virtually arcade perfect (both arcade versions, normal and super have been included) with only factory game getting the sick down, Rainbow Islands is a rewarding, playable platform game.
RAMBO III	SEGA	£39.99	78	80	88	89	70	79	In typical Rambo mode, the object of the multidimensionally scrolling 'shoot 'em up' is to infiltrate five different enemy zones and destroy everything and anything silly enough to stop your way. It's not a rollout game to walk, but it's great fun, and keeps you coming back for more even when you've defeated the enemy!
REVENGE OF SHINOBI	SEGA	£34.99	85	92	93	95	91	94	This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The game is huge, spread over 20 different and very long sub-levels. If you're a platform game fan, this is an essential purchase.
ROAD BLASTERS	TENGEN	IMPORT	79	82	80	77	70	72	This is a conversion of a solid coin-op that puts you in the driving seat of an armoured tank-car, traversing a path filled with obstacles and getting tied to bad guys with machine guns, electro-shocks and cruise missiles. It's very fast, but not enough happens to make it interesting or warrant paying any significant amount of cash for.
ROAD RASH	ELECTRONIC ARTS	£39.99	89	92	92	94	88	92	Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Highway-style roadways packing in violence with other "bikes" (i.e. cars of rage, lots of bikes to take, and plenty of drills 'n' spells make Road Rash the best racer on the Mega-CD.
ROLLING THUNDER II	NAMCOT	IMPORT	91	89	88	86	92	90	A truly excellent conversion of the arcade smash-hit. There's loads of levels, the graphics are top and the sound effects are ace. This version is SCART only, and must be if you own the appropriate machine.
SOL FEAR	WOLF-TEAM	IMPORT	85	75	76	84	74	80	Sol Fears, apart from being Wolf-Team's first Mega-CD game, is also a very decent shoot 'em up. Although it doesn't put the hardware to much use, the game itself is very playable. Worth checking out.
SONIC THE HEDGEHOG	SEGA	£39.99	85	93	81	93	93	83	Sega's hyped-beyond-bell character series is a game heavily inspired by Nintendo's Mario platform game series. It's very addictive with better graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one loaded without delay.
SMASH TV	ACCLAIM	£39.99	74	80	81	78	72	70	Fair conversion of the demotivation packed Williams coin-op. Graphics and sound are fine, and the gameplay would be fine, were it not for the rather annoying control method which leads to many an unfair death.
SPIDERMAN	SEGA	£39.99	88	84	86	92	90	91	Marvel's web-slinging hero hits the Mega-drive in style, with excellent comic-like backdrops and sprites with great gameplay. Only plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game.
STEEL EMPIRE	NOT-B	IMPORT	89	93	83	89	70	85	This is an excellent shoot 'em up sports by one thing - it's too easy. The graphics are stunning, and beat those of most Megadrive games (except those shown in). Despite its one drawback, this is an awesome game. Well worth checking out if you're feeling free with your cash.
STAR CONTROL	ACCOLADE	£39.99	86	68	90	93	90	90	Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra levels shown). It's a bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it.
STREETS OF RAGE	SEGA	£34.99	90	90	94	94	89	92	Well! The Megadrive needed a bit of a boost 'em up, and Streets of Rage more than delivers. With excellent sprites, backdrops and brilliant music, Streets of Rage is initially very appealing. Add in great graphics and simultaneous two-player action and you've got an essential buy.
STRIDER	SEGA	£34.99	84	84	88	94	87	91	This conversion's graphics and sound are right on arcade perfect, and it also packs a considerable challenge. Packing considerable challenge, Strider is a superb one-on-one conversion which will appeal to any arcade fan - and is multiple difficulty levels means that won't become boring very quickly.
SUPER HANG-ON	SEGA	£39.99	90	89	90	93	84	89	Converted from the Sega coin-op, this is an excellent copy and has all the features of the original machine plus an extra challenge copy game down is for good measure! The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without.
SUPER OFF-ROAD	BALLISTIC	£24.99	82	79	84	88	78	83	This is a great conversion of an old Atari coin-op. Four tracks (each of which can be driven by two players) have no race around dirt tracks, collecting rewards and spending them on cars and their wheels. The two-player game is a good laugh, but it dials slightly in one player mode.
SUPER REAL BASKETBALL	SEGA	£39.99	80	79	77	81	80	81	The computer isn't difficult to beat once you've got used to the comprehensive control method there's a very good two-player mode. With excellent graphics - the animation on the players is particularly good - and plenty of different game play options.
SUPER THUNDERBLADE	SEGA	£34.99	60	78	67	72	55	69	This is one of the best ever Megadrive games, and is a two-part, 3D colour, very good. However, compared with other offerings, the only 3D track game control methods make the game look a bit rough around the edges. Fans of the original machine will appreciate this, but anyone else will find it rather unimpressive.

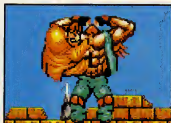


GAME INDEX

GAME NAME	BY	PRICE	RATINGS %					GENERAL COMMENTS	
			PRESENTATION	GRAPHICS	SOUND	STP	LTP		INTEGRATING
SUPER VOLLEYBALL	VIDEO SYSTEMS CO.	IMPORT	77	80	55	69	50	61	Although it looks good, the rather fiddly and irritating control method means that only the most ardent of volleyball fans will be willing to pore over it with this.
SWORD OF SODAN	ELECTRONIC ARTS	£34.99	80	70	80	61	51	55	Although Sword of Sodor's big sprites look impressive, the poor animation and pedestrian physics results in a game that will only appeal to people who like their action dia-o-w.
SWORD OF VERMILLION	SEGA	£49.99	55	70	00	85	00	87	Put simply, this is probably the best RPG on the Mega-Drive. A gripping plot combined with user-friendly controls and great graphics make it for an RPG that even a die-hard fan-brain should thoroughly enjoy.
TRZ MANIA	SEGA	£30.99	70	96	00	85	80	68	The Mega has stunning graphics, great sound but falls just short of becoming a classic by being a little too easy to complete. That is beautifully summed up, to the point of being cartoon quality, as it loses from platform to platform. A perfect game for younger players, and a fun game for everyone else.
THE TERMINATOR	VIRGIN	£39.99	84	85	90	73	50	60	The Terminator stars off with a badass intro, and a visually stunning first level, but from there the next three levels decrease in quality. While the game is that it's so easy to complete. Most seasoned game players will finish the within an hour of getting it home. A bad end to a potentially great concept.
THUNDERFORCE 3	SEGA	£39.99	82	88	86	91	86	89	The Thunderforce fighter is back in a six-level graphical tour de force. The graphics are truly marvellous, with parallel scrolling backgrounds and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.
THE JAM AND EARL	SEGA	£39.99	87	90	96	94	79	87	A completely bizarre one or amibulous two-player arcade shooter that's absolutely packed with humorous touches - both visual and aural. The game is very fast-paced, and the emphasis is on reflexes rather than on doing too. Though enjoyable, though it's very hard and thoroughly worth checking out.
TONGUE OF THE FATMAN	ELECTRONIC ARTS	£39.99	85	87	75	86	62	71	The one or two-player arcade-style one-on-one best 'em up through the player into the futuristic arena where combat is light on fire and and in a physical one-on-one. The graphics, which is not to be taken as too easy. Check it out by all means - F120 to see the scroller graphics - the play before you buy.
TRUKTON	TOPPLAN	IMPORT	76	81	79	83	78	82	Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tempest), it's a good, solid blast which offers plenty of action, speed and excitement.
TURRICAN	ACCOLADE	£39.99	65	71	72	77	72	73	A fairly enjoyable platform/shooting game which has one flaw - it starts out fairly easy, but gets easier the further you go!
TWO CRUDE DUDES	DATA EAST	IMPORT	91	94	76	91	85	87	This is a conversion of the coin-op Crude Busters, and it stays faithful to the original. The graphics are fab and there are many neat touches. It's too easy to complete though, so this will appeal to less than many others else.
VAPOR TRAIL	RENOVATION	IMPORT	84	80	90	81	59	70	Another vertically scrolling shoot 'em up? You bet! Vapor Trail is another average effort with decent graphics, exceptional sound but rather lacking in the challenge department. One for die-hard blasting fans to have a look at.
VERYTEX	ASMIK	IMPORT	72	78	88	77	69	73	Would you believe it? ANOTHER vertically scrolling blaster for Vortex, read Very Average. Unexceptional graphics coupled with dull gameplay make Vortex very boring very quickly.
WANT WANT WORLD	KANEKO	IMPORT	65	77	80	87	70	80	With its colourful graphics and two-player mode, Want Want World is instantly playable. It's based around the age-old coin-op Space Panic, with the object being to smash holes in platforms, lure creatures into them and then push them through. A lack of biting appeal is Wan's only drawback.
WARDNER	VISCO	IMPORT	81	71	80	81	71	75	Wardner was a major coin-op hit, and the Megadrive conversion is pretty creditable. It's standard platform fare - dodge the traps and blast the enemies and massive bosses. Wardner is pretty playable, but subtle mechanics make it pretty simple to complete.
WARSONG	TRECO	IMPORT	84	64	75	77	88	85	Being a sword and sorcery war game, War Song can be counted amongst the Megadrive. The object is to command your armies through 20 scenarios as you attempt to free your kingdom. Pondering you don't mind plodding through over releases you'll enjoy this.
WHIP RUSH	SEGA	£34.99	54	48	36	55	70	71	Originally certainly wasn't high on the priority sheet when this very average scrolling shoot 'em up was thought up. To be honest, it's one of the cheapest shooters available - anything like Trukton or Thunderforce II rather than wasting your cash on this.
XDR	UNIPACC	IMPORT	85	59	45	49	41	47	The horizontally scrolling shoot 'em ups looks more like a Master System game than a Megadrive game! It takes a few goes to become boring, and that's not what Megadrive games are about. We want excitement! 'The'd! Split! And some decent gameplay. Give it a miss and buy something far more exciting instead.
ZANY GOLF	ELECTRONIC ARTS	£39.99	85	85	85	85	85	85	The new Golf 'em up! Animation based around that rival tennis of British seaside resort pastimes, crazy golf. Featuring courses as bizarre as they're tricky, this is a surprisingly addictive title number that just keeps you coming back for more. If you're after something different, check this out!
ZOOM	SEGA	£29.99	60	61	72	51	43	45	Remincent in many respects of that classic old arcade classic, Asterix, the cartoon game zooms past to make your way around and in 100 levels each game by being around the edges. It's quite good fun, and is addictive to boot. However, there's not much variety, and after a couple of sessions it'll start to get a little boring.



STEEL EMPIRE



TWO CRUDE DUDES



SUPER OFF ROAD



TASK FORCE HAMMER



ZERO WING

GAME INDEX



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SPEEDBALL
2



XENON
2000



THE
TERMINATOR



CORPORATION



HyperReal 6



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ΣΠΙΝΤΣ ΜΠ. 2 • ΣΠΙΝΤΣ ΜΑΧ
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